









Appendix

| | |
|---|-------------------|
|  | = Normal motion |
|  | = Slash variant |
|  | = Bust variant |
|  | = End of combo |
|  | = Rage explosion |
|  | = Condition state |

| | |
|---|------------------------|
| AAA | = Full POW |
| AAA | = Need firestock |
| AAA | = Done on corner |
| AAA | = Optional move |
|  | = From corner |
|  | = Normal motion |
| CD[.] | = CD cancel |
| CD[i] | = True CD cancel |
| CD[!] | = False CD cancel |
| CD[*] | = Juggling multislash |
| AB[/] | = Cancel with AB |
| →AB[/] | = Cancel with sidestep |
| Slash | = A/B/C |
| tap | = Press button rapidly |
| [↑] | = While raising |
| [↓] | = While falling |
| →→// | = Slide cancel |
| [←] | = Switch to back |
| [↕] | = Reversal hit |
| [⚡] | = Ground Juggle |
| [?] | = Stunning blow |



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NOTE: The sheets doesn't include specific combo that can only be done against a unique character. For specific character hit cancelability, please refer to the « technique » section of the desired character. The combo scheme sheet only consider the most effective known combination on each specific situation and omit the use of the 14 hitter to charge the « pow » meter, thus, isn't exhaustive. This was done to lighten the content of the sheets while preserving a good visibility. Multiple occurrences is to compensate in case certain part can only be done on a specific set of characters. In addition, in case the combination would lead into a loop (infinite) the sheets will follow those restrictive criteria for each combo (each ABC of a continuous slash reset those): -1. Only one special move. -2. Each hit can be canceled with AB only once -3. Two of the same hit cannot be done consecutively, it have to be followed by a different one (unless the said hit dont lead into an infinite). 4. In case of a standart hit being followed by a different one, each pattern can only be applied once (example: →→ + A then B can lead into →→ + A then A, but cannot be followed by →→ + A then B since this pattern already been used). The continuous slash motion begin when the first hit with ABC is connecting. Since it can follow almost any blows in the game, there was no really use to put it amongs the other combo pattern. Just draw an imaginary line between almost any square that aren't the last move of a combination and the beginning of the of the continuous slash. Before reporting any error make sure you have tested the combo very extensively to make sure it is indeed a syntax error. Some hit chaining to another require specific timing or distance, and also refer to notion like two state canceling. Make sure to read about such notions before reaching to the conclusion that the combo isn't fonctionnal. Finally, the throw recover must be done on a pull throw.