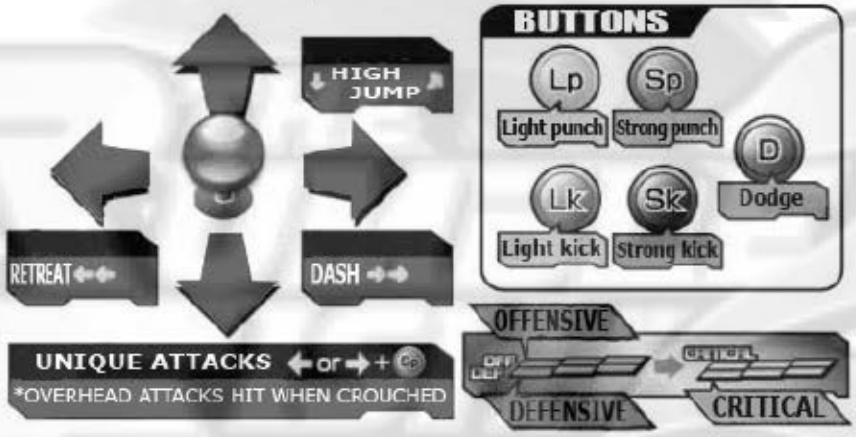

METERS

Offensive meter	**Used for Offensive Arts**	Builds from landing attacks; blocked attacks inclusive
Defensive meter	**Used for Defensive Arts**	Builds gradually over time, from blocking attacks and evade-type special moves
Guard meter	**Limits guarding**	Depletes when attacks are blocked; guard breaks when meter is completely emptied



MECHANICS

Throw		
→/← Sp	**Common throw**	Throws either side; breakable using same button
Long jump		
↓↗/→ → > ↗	**High jumping**	Down-up or dash into jumping
Dodge button		
D	**Multipurpose dodge**	Various functions
D/→ D/← D	• Slide evade	Evades attacks
↓ D	• Hopping evasion	Small jumping evasion
(AIR) D	• Air evasion	Mid-air evasion that drops
(WHILE BLOCKING) ← D	• Impact Break	Parries out of block strings
(KNOCKED DOWN) →/← D	• Tech recovery	Fast recovery after knock-down
Jolt Attack		
Lk + Lp	**Unblockable attack**	Unblockable and launches
Boost Drive		
Lp + Sk / Lk + Sp	**'EX' / 'Instinct' mode**	Enhances abilities and traits; character specific

COMBO SYSTEM

Links		
Lo > Lk > So > Sk	**Chain combos**	Light to hard chains possible
Cancels		
NORMAL > SPECIAL > OFFENSIVE / CRITICAL ART	**Special and super cancels**	Normals cancel into specials; some specials cancel into OA / CA
Advanced Attack		
So + Sk	**Combo cancel**	Cancels combo strings; allows extension of combos

MISCELLANIOUS

Passwords	Description	Notes
Password input method		
SERVICE > CONFIGURATION > GAME SETTINGS > OTHER SETTINGS > PASSWORD 1 / 2	**Atomiswave passwords**	Enter the machine's Service Mode (Demule default - F4 / F2) and scroll through to necessary menu
Character(s) password [1]		
MACROSTOMA	**Hazama, Greed, Beatrice [2]**	Required in order to unlock said characters; input to SLOT-1
Game modes password [3]		
SMARAGDINA	**Time Attack and Survival**	Required in order to unlock said game modes; input to SLOT-2
Time Attack mode [3]		
*AT TITLE SCREEN (HOLD) Lk + Sk > START	**Time Attack code**	Done at main title screen
Survival mode [3]		
*AT TITLE SCREEN (HOLD) Lo + So > START	**Survival mode code**	Done at main title screen
Character colours		
Lo / So / Lk / Sk / D / START	**Colour selection**	Any button

NB:

Testing		
Demul 07a_190715	**Dreamcast, Atomiswave Naomi (et al.) emulator**	At time of testing, only emulator to run Rumble Fish 2 (well); MAME 16(x) revisions also run game (poorly)
Required files		
Demul 07 emulator **rumblef2.zip** **awbios.zip**	**Emulator program** • Compressed game ROM • Atomiswave BIOS	All required to run game; place files in "roms" folder of emulator directory
Applicable websites		
Demul Emulation http://demul.emulation64.com/	**Emulator website**	Instructions, FAQs, downloads
Emuparadise http://www.emuparadise.me/	**ROMs, BIOS's**	Downloads, user forum
Rom Hustler http://romhustler.net/	**ROMs, BIOS's**	Downloads, user forum
SNK Capcom Revenge http://s10.zetaboards.com/SNK_Capcom_Revenge/topic/623312/1/	**Game website**	Discussion forum
KoF Player https://kofplayer.wordpress.com/rf2/	**Blog**	Character break-downs
YouTube https://www.youtube.com/watch?v=dk1ONjfAKdw	**Videos**	Japanese tournament play

ZEN



Abilities	Description	Notes
Command normals		
→ Sp	**Overhead hammer blow**	Overhead attack; delayed
→ Sk	**Standing back-kick**	Waist-high
Special moves		
↓↘→ Lp / Sp	**Ground vortex**	Projectile; half-screen range
↓↙← Lk / Sk	**Jumping axe kick**	Vertical (like, Kim Kapwan)
→↓↘ Lp / Sp	**Cyclone uppercut**	Anti-air; enhanced, becomes "Screw Upper" -like (Joe Hagashi)
↓↙← Lp / Sp	**Dashing elbow**	Slides across screen (like, Andy Bogard)
↓ ↓ Lk / Sk	**Power boost**	Enhances attack properties similarly to Boost Drive effects
Offensive Art		
→←↙↓↘→ Lp / Sp	**Dashing elbow renbu**	Dashes across screen and enters into combo attack sequence
Defensive Art		
↓↙←↓↙← Lp / Sp	**Ground stomp**	Stomps forward, knocking opponent down with arm (like, Akuma taunt)
Critical Art 1		
↓↘→↘↓↙← Lp / Sp	**Vortex punch**	Stomps forward releasing a full-screen horizontal vortex from fist
Critical Art 2		
→↘↓↙←→ Lk / Sk > Sk Sp Lk Lp Lp Lk Sp > ↓↙← Lp / Sp	**Renbu**	Dashes forward and initiates combo attack (like, Geese / Rock Howard)
Boost Drive		
Lp + Sk / Lk + Sp	**Attack enhancer**	Enhances attack properties

LUD



Abilities	Description	Notes
	**Heat gauge thermometer**	Parrying attacks increases Heat gauge which enhances attack properties and damage dealt; use of Offensive Art empties Heat guage to 0%
Command normals		
→ Lp	**Parry mid / high**	Parries mid and high level attacks; will only activate on reaction to attacks
↘ Lp	**Parry low**	Parries low attacks
Special moves		
↓↘→ Lp/Sp > → Lp/Sp, ↗ Lp/Sp	**Charging shoulder** • Charging shoulder (2) • Rising shoulder	Horizontal shoulder charge across screen with follow-up attacks
↓↘→ Lp/Sp > → Lp/Sp	**Charging shoulder upper** • Mid-air shoulder charge	Vertical shoulder uppercut with mid-ar (vertical) follow-up attack
(AIR) ↓↙← Lp/Sp > → Lp/Sp, ↗ Lp/Sp	**Diving shoulder** • Charging shoulder • Rising shoulder	Air-only; with follow up attacks
↓↙← Lp/Sp	**Eplosive clap**	Clashes fists before him; knocks down; SP versions sends spark projectile forwards; half-screen range
(HOLD, RELEASE) Lp/Sp	**Machine gun punch**	Rapid flurry of straight-punches finishing in a knock-down
Offensive Art 1		
↓↘→↓↘→ Lp/Sp	**Super machine gun punch**	OA version of special move
Offensive Art 2		
↓↙←←↙↓↘→ Lk/Sk	**Renbu**	Dashing forward combination attack
Critical Art		
↓↙←←↙↓↘→ Lp/Sp	**Flaming shoulder charge**	Full-screen shoulder charge; will dash back and forth three times when Heat guage is full
Boost Drive		
Lp + Sk / Lk + Sp	**Attack enhancer**	Increases Heat gauge to 100%

ARAN



Abilities	Description	Notes
Command normals		
→ Sp	**Overhead punch**	Overhead attack; delayed
Special moves		
↓↘→ Lp / Sp	**Energy arrow (small / high)**	Full-screen range
↓↘→ Lk / Sk	**Energy arrow (small / low)**	Full-screen range; low attack
←↙↓↘→ Lp / Sp	**Energy arrow (large)**	Knock-down properties; slower start-up; faster trajectory
↓↙← Lp / Sp	**Hook punch combo starter**	Various follow-ups possible
↓↙← Lk / Sk	**Dodge pose**	Auto-dodges oncoming attacks
→↓↘ Lk / Sk (> Sk)	**Rising kick**	Anti-air; follow-up possible after SK version
Offensive Art 1		
↓↘→↓↘→ Lp / Sp	**Dashing power upper**	Charges forward into a short combo and finishes with arrow uppercut
Offensive Art 2		
↓ ↓ Lk / Sk > ←↙↓↘→ Lp / Sp	**Dodge n' punch**	Dodge followed by an OA
Defensive Art		
(WHILE BLOCKING) ←↙↓↘→ Lp / Sp	**Dashing punch**	Dashes forward with a punch (like, Rock Howard)
Critical Art		
↓↘→↘↓↙← Lp / Sp (HOLD OK)	**Dashing punch**	Powered up version of DA; can be charged / held
Boost Drive		
Lp + Sk / Lk + Sp	**Shadow clone**	Creates a clone of self for few seconds; mimics all normal attacks

HIKARI



Abilities	Description	Notes
Command normals		
→ Lp	**Overhead**	Overhead attack; delayed
Special moves		
↓↙← Lp / Sp / Lk	**Reversal throw**	High / mid / low
←↙↓↘→ Lp / Sp	**Spinning elbows**	LP cancels; SP knocks down
←↙↓↘→ Lk / Sk	**Dashing spin-chop**	Hits low; SP launches
←↓↙ Lp / Sp	**Shoulder toss**	Command throw; close
→↓↘ Lp / Sp	**Energy swirl**	Launches
Offensive Art		
↓↘→↓↘→ Lp / Sp (*AIR OKAY)	**Spinning rush**	Dashes across screen with spin attack; can be done in mid-air
Defensive Art		
←→↘↓↙← Sk	**Meditation**	Reversal toss into uppercut strike
Critical Art		
←↙↓↘→←↙↓↘→ Lp / Sp > ↓ ↑ Lp / Sp	**Spinning rush upper**	Similar to OA with a rising attack; follow-up finishing attack possible
Boost Drive		
Lp + Sk / Lk + Sp	**Healing**	Gradually heals (~10% health)

MITO



Abilities	Description	Notes
Tsumi stance		
↓ Lp + Sp	**Batsu stance**	Changes to Batsu stance when in Tsumi stance
Special moves		
↓↘→ Lp/Sp	**Power wave**	Horizontal projectile
→↓↘ Lp/Sp	**Rising sword**	Anti-air
Offensive Art 1		
↓↘→↓↘→ Lp/Sp	**Overhead slash**	Hops forward with a slash
Offensive Art 2		
↓↙←↓↙← Lp/Sp	**Love touch**	Dazes opponent
Defensive Art		
(WHILE BLOCKING) ←↙↓↘→ Lp/Sp	**Love punch**	Counter attack while blocking
Critical Art		
↓↙←←↙↓↘→ Lp/Sp	**Shrouded slash**	Runs forward into hidden slashes (like, Hibiki / CvS2)
Batsu stance		
→ Lp + Sp	**Tsumi stance**	Changes to Tsumi stance when in Batsu stance
Special moves		
↓↘→ Lp/Sp	**Rapid thrusts**	Flurry of straight stabs
↓↙← Lp/Sp	**Jumping rapid thrusts**	Hops into air, stabs down repeatedly
Offensive Art 1		
↓↘→↓↘→ Lp/Sp	**Dashing straight thrusts**	Slides forward into straight stabs
Defensive Art		
(WHILE KNOCKED DOWN) ↓↙←↓↙← Lp/Sp	**Surprise!**	Stabs upward from knock-down
Critical Art		
↓↙←←↙↓↘→ Lp/Sp	**Shrouded thrust**	Runs forward into stab
Boost Drive		
Lp + Sid / Lk + Sp	**Protective hearts**	Spawns two hearts that hover around Mito, hitting opponents

KAYA



Abilities	Description	Notes
Command normals		
→ Lp	**Overhead punch**	Overhead attack; delayed
Special moves		
↓↘→ Lp/Sp	**Energy wave**	Full-screen projectile boomerang
→↓↘ Lp/Sp	**Energy blades**	Anti-air (like, Raging Storm)
←→↘↓↙← Lk/Sk	**Double palm strike**	Command grab; close
←↙↓↘→ Lk/Sk	**Dashing upper palm**	Dashes forward into combo throw
(AIR) ↓↘→ Lp/Sp	**Energy blade swipe**	Downward-angled crescent beam
→↓↘ Lk/Sk (> Sk)	**Rising kick**	Anti-air; follow-up possible after SK version
Offensive Art		
↓↘→↓↘→ Lp/Sp	**Hoping chops**	Hops forward into chop combo
Defensive Art		
(WHEN HIT) ↓↘→↓↘→ Lp/Sp	**Combo breaker**	Breaks out of hit-stun
Critical Art		
→↘↓↙←→↘↓↙← Lp/Sp	**Energy 'nado**	Swirls of energy appear around Kaya
Boost Drive		
Lp + Sk / Lk + Sp	**Life drain**	Opponent continuously loses health once an attack is landed

GARNET



Abilities	Description	Notes
Command normals		
→ Lk	**Showgirl kicks**	Hops forward and kicks twice
→ Sp	**Overhead attack**	Overhead attack; delayed
Special moves		
↓↙← Lo / Sp / Lk (HOLD OK) > Lo / Sp / Lk > Sk (CANCEL)	**Whip kick**	High / mid / low; can be charged by holding the button; follow-up with with corresponding button possible; cancel with SK (like, Yamazaki)
↓↘→ Lk / Sk (> Sk)	**Slide kick**	Sliding low attack; follow-up with SK version possible
→↓↘ Lk / Sk	**Rising kick**	Spinning anti-air kick
←↓↙ Lk / Sk	**Hop kick**	Hops forward, kicks downwards
Offensive Art		
↓↙←←↙↓↘→ Lk / Sk	**Beam kick**	Anti-air launcher into side-kick beam
Defensive Art		
(WHILE KNOCKED DOWN) ←→↘↓↙← Lk / Sk	**Thigh Master**	Grabs and throws opponent (like, MK Sonya)
Critical Art 1		
↓↘→↘↓↙← Lk / Sk	**Machine gun kicks**	Hops forward and kicks rapidly, then launches and axe kicks
Critical Art 2		
↘←↓↙→←→ Lk / Sk	**??**	
Boost Drive		
Lo + Sk / Lk + Sp	**Power kicks (?)**	Exposes opponents' weak points (...?)

BAZOO



Abilities	Description	Notes
Command normals		
→ So	Long punch	Far-reaching punch
Special moves		
↓↘→ / ↓↓ Lo / So / Lk / Siz > (HOLD, RELEASE OK)	Avalanche	Rock drops from sky at varying distances; can be held / stored by keeping button depressed
←|→ Lo / So	Earthquake	Spawns rock shards from ground which absorb an attack
↓↙← Lo / So > Lo / So / Lk / Siz	Bullet Time™	Leans back, Matrix style; follow-ups possible
←|→ Lk / Siz	Rumble swipe	Churns up the ground towards opponent
Offensive Art 1		
↓↘→↓↘→ Lo / So	Double punch	Overhead and uppercut punches
Offensive Art 2		
↓↙←↓↙←→ Lo / So	Double punch	Changes properties of 'Matrix dodge' and Offensive Art 1
Defensive Art		
(WHEN HIT) ←→↘↓↙← Lo / So	Charge punch	Breaks out of ht-stun
Critical Art		
↓↘→↘↓↙← Lo / So	Punch frenzy	Leaps forward; grab move into punch frenzy
Boost Drive		
Lo + Siz / Lk + So	Rage	Bigger, faster rock drops

VIREN



Abilities	Description	Notes
Command normals		
→ Sp	Overhead punch	Overhead
(IN AIR) ↓ Lp	Diving stun rod	Dives down with stun rod
Special moves		
↓↘→ Lp/Sp > Lp/Sp/Lk/Siz	Dashing attack	Runs foward into a follow-up attack
→↓↘ Lp/Sp	Chain whip	Downward arcing chain attack
(IN AIR) ↓↘→ Lp/Sp	Molotov cocktail	Throws Molotov directly below him
→←↙↓↘→ Lk/Siz	Chain trip	Low chain attack launcher
↓↙← Lk/Siz > Lk/Siz	Flammable gas	Sprays gas; follow up to ignite
Offensive Art 1		
→←↙↓↘→ Lp/Sp	Gut punch	Dashes into stomach punch combo
Offensive Art 2		
←→↘↓↙← Lp/Sp	100 lashes	Chain whip frenzy
Defensive Art		
(WHEN HIT) ←→↘↓↙← Lk/Siz	Combo breaker	Breaks out of hit-stun with cattle prod
Critical Art		
↓↘→↘↓↙← Lp/Sp	Kitchen sink	Stuns opponent and throws objects at them; short range
Boost Drive		
Lp + Siz / Lk + Sp	Cattle prod	Equips stun rod for normal attacks

ORVILLE



Abilities	Description	Notes
Command normals		
→ Sk	**Flying kick**	Drop-kicks across screen
↘ Sk	**Flying kick (low)**	Dorp-kicks across ground
Special moves		
↓↘→ Lo/So > Lo/So	**Shoulder charge**	Slides forward with shoulder; follow-up possible
↓↙← Lo/So	**Home run**	Double-handed swinging punch
→↘↓↙←→ Lo/So	**Toss n' catch**	Command throw; close
↓↘→ Lk/Sk	**Sliding brainbuster**	Command throw; slides forward
→↓↘ Lk/Sk	**Rolling air throw**	Anti-air; spins in mid-air, throws down
Offensive Art		
↓↘→↓↘→ Lo/So	**Double homer**	Double swingng punches into air, catches with back-breaker
Defensive Art		
(WHILE BLOCKING) ←↙↓↘→ Lo/So	**Down and away**	Overhead club into launcher
Critical Art		
→↘↓↙←→↘↓↙← → Lo/So	**Flying back-breaker slam**	Close; throws into air and slams
Boost Drive		
Lo + Sk / Lk + So	**Unstoppable armour**	Removes hit-stun for limited period

BOYD



Abilities	Description	Notes
0 → 13 NO SCORPIONS <GET OVER HERE!>	**Scorpion basket**	Acquired through successful use of FINGER POINT special attack; increases damage dealt; seemingly does not damage scale
Command normals		
→ Sp	**Overhead fist**	Overhead attack
← Sp	**Fake overhead attack**	Feigns the overhead attack
Special moves		
↓↘→ Lp/Sp	**Power point**	Index finger attack; successful attacks accrue scorpions
→↓↘ Lp/Sp	**Shoryuken!**	Sheng Long
↓↙← Lk/Sk	**Shadaloo press**	Jumps foward and stomps downward (like, M. Bison)
←↙↓↘→ Lk/Sk	**Move over there!**	Command throw; close; shoves opponent to opposite side
Offensive Art		
←→↘↓↙← Lp/Sp	**Pressing uppercut flame**	Leap-stomp > uppercut > flame pillar
Defensive Art		
↓↘→↓↘→ Lp/Sp	**Look! Up there!**	Upwards angled, double finger point
Critical Art		
↓↘→↘↓↙← Lp/Sp	**SDM**	Renbu (Ryo / Robert -like)
Boost Drive		
Lp + Sk / Lk + Sp	**Move enhancer**	Gains high priority projectiles for finger point specials

TYPHON



Abilities	Description	Notes
Command normals		
→ Sp	**Double fist strike**	Steps forward and strikes
(AIR) ↓ Lk	**Air stomp**	Dive-stomps on opponent's head
Special moves		
↓↘→ Lo/Sp (AIR OK)	**Green energy ball**	Projectile; SP travels on upward angle; air variant, on downward angle
(AIR) ↓↘→ Lo/Sp	**Downward blast**	Green wave shot directly downward
→←↙↓↘→ Lo/Sp	**Triangular projectile**	Slow-moving, horizontal projectile
←→↘↓↙← Lo/Sp	**Energy palms**	Command throw; close
→↓↘ Lk/Siz	**Hoping axe kicks**	Hops forward with kicks; SK launches
↓↘→/↓↙← Lk/Siz (> ↓↘→ Lo/Sp/Lk/ Siz > ↓↘→ Lo/Sp)	**Dive kick** • **Mid-air screen jump** • **Downward energy ball**	Jumps against edge of screen and dive-kicks on downward angle; follow-ups possible
Offensive Art		
↓↘→↓↘→ Lo/Sp (AIR OK)	**Energy blast**	Generates large energy ball that spreads out a short distance
Defensive Art		
←→↘↓↙← Siz	**Energy rage**	Creates localised energy blast (DBZ / Saiyan -like)
Critical Art		
↓↘→↘↓↙← Lo/Sp	**Energy ball barrage**	Energy ball spam; projectile
Boost Drive		
Lo + Siz / Lk + Sp	**Energy wrist cuffs**	Damage buff (...?)

CREED[1]



Abilities	Description	Notes
Special moves		
↓↘→ Lo	**Projectile**	Full-screen range
↓↘→ So	**Ground blast**	Some anti-air properties
↓↙← Lo / So	**Claw**	Lashes out with claws
↓↙← Lk / Sk	**Flip kick**	Rocks drop from the sky
|←→ Lo / So	**Counter / parry (?)**	Parry coutner (...?)
Offensive Art		
↓↘→ ↓↘→ Lk / Sk	**Upper claw**	Single-hit launcer
Defensive Art		
↓↙← ↓↙← Lk / Sk	**Axe kick**	Slow motion axe kick
Critical Art		
↓↙← ←↙↓↘→ Lo / So	**Frenzy**	Full-screen shoulder charge into combo attack
Boost Drive		
Lo + Sk / Lk + So	**Combo carnage**	Specials cancel into one another

SHERYL



Abilities	Description	Notes
Command normals		
→ Sp	**Overhead wire**	Overhead attack
Special moves		
↓↘→ Lp	**Lasrer wire**	Arrow-wire that electo-shocks
↓↘→ Sp > (HOLD) Sp (RELEASE) > Lp / Lk	**Laser wire**	As above; chargeable; LP / LK immediately after release for high / low angled shot
↓↙← Lp / Sp / Lk / Sk (AIR OK) > →↓↘ Lp / Sp	**Electricity trap / detonate**	Plants up to four(4) traps near self or opponent's position (high or low); in air, punches plant near player / kicks, near opponent
←↓↙ Lp / Sp	**Triangle wire**	Shoots wire up on an angle; finisher attack when successful
→↓↘ Lk / Sk > Lp / Sp / Lk / Sk / B	**Wire work**	Suspends self at top of screen; follow-ups possible
Offensive Art		
↓↘→↓↘→ Lp / Sp	**Electric arrow volley**	Spams electric arrows
Defensive Art		
←→↘↓↙← Lk / Sk	**Icosahedron**	Creates a protective prism that must be physically attacked to destroy; knocks opponent back
Critical Art		
↓↘→↘↓↙← Lp / Sp	**Wire trap**	Ranged Critial Art
Boost Drive		
Lp + Sk / Lk + Sp	**Trap V**	Creates a fifth electrical trap

HAZAMA[1]



Abilities	Description	Notes
Command normals		
→ Sp	**Overhead chop**	Overhead
Special moves		
↓↘→ Lp/Sp	**Sliding knife edge**	Slides forward and chops outwards
→↓↘ Lp/Sp	**Cartwheel arms**	Anti-air (Andy Bogard -like)
↓↙← Lp/Sp	**Sliding uppercut**	Slides forward and uppercuts
←↙↓↘→ Lk/Sk	**Reflector**	Reflects projectiles
←↓↙ Lk/Sk	**Backflip kick**	Turns and back flips
↓↙← Lk/Sk (Sk > Lp/Sp/Lk/Sk/↓Sk)	**Dash**	Dashes forward; SK crosses up Dashes forward; SK passes and has follow-ups
↓↓ Lk/Sk > Lp/Sp/Lk/Sk/↓Sk	**Stance**	A ready stance incorporating the same follow-ups as Dash
Offensive Art		
↓↘→↓↘→ Lk/Sk	**Flying kick**	Projectile followed by flying kick
Defensive Art		
↓↘→↓↘→ Lp/Sp	**Lighting summon**	Multiple lighting strikes from sides (Raging Storm -like)
Critical Art		
↓↘→↘↓↙← Lp/Sp	**Renbu**	Combination style super move; LP is close range / anti-air; SP dashes forward
Boost Drive		
Lp+Sk / Lk+Sp	??	Possibly a damage buff

BEATRICE [2]



Secret character code (' Password required)

At character select screen, place cursor on Hazama, then press: ↑ ↑ ↑ ↑ → → ↓ ↓ ↓ ↓ ← ←

Now move the cursor down to the '?' box, where Beatrice's portrait should replace the ransom select

Abilities	Description	Notes
Special moves		
↓ ↘ → Lp / Sp	**Ground wave**	Similar to 'Buster Wolf' blast
→ ↘ ↓ ↙ ← Lp / Sp	**Powered ground wave**	Stronger version; delayed
→ ↓ ↘ Lp / Sp	**Rising hand**	Anti-air and banishes projectiles
← ↙ ↓ ↘ → Lk / Sk	**Warp dash**	Warps away / through when attacked during its animation
↓ ↙ ← Lk / Sk	**Backflip kicks**	Flips backward; kicks on descent
Offensive Art		
↓ ↘ → ↓ ↘ → Lp / Sp	**Lightning pillar**	Screen-high lightning pillar
Defensive Art		
← → ↘ ↓ ↙ ← Lk / Sk	**The One**	Slows time / opponent's movement
Critical Art		
↓ ↙ ← → ↘ ↓ ↑ Lp / Sp	**Uppercut lightning pillars**	Jumping rising hand followed by multiple lightning pillars
Boost Drive		
Lp + Sk / Lk + Sp	**Ex mode**	Enhances attack properties (e.g., standard ground wave gains powered properties)