

# Akira Yuki

## TACTICS VS. AKIRA

**Important Throw Escapes:** ⇨ P + G, ↵ P + G

Don't allow Akira to get you into a battle of trading strikes—his is better. Akira is ferocious straight-on, but weak laterally, so heavy use of evasions and ETEG are key against him. Dodge his strikes and counterattack. Throw him if you block his ⇨⇨⇨ P SDE or ⇨⇨⇨ P + K P, and P string, or mix him up if you block ↵⇨⇨⇨ P Double Palm. Fuzzy Guard is also useful, especially since a few of Akira's heavy-hitting combo-starting mids are easy to see coming (↵↵⇨⇨ P for example). Be very careful about using rising attacks or quick recovery against Akira—while you have to do SOMETHING, Akira definitely holds all the cards during okizeme. Turnabout is fair play, though, as Akira's own rising game is linear and weak, so pressure him heavily when he's floored. Finally, stay away from walls. Akira's already potent damage output is drastically enhanced once his arsenal of heavy-hitting mid knees, palms, and elbows can splat you flat against them.

## AKIRA OVERVIEW

Powerful and calculating, Akira's true essence is high pressure wake up games. His myriad of damaging throw techniques coupled with high-powered combo options make him a force to be reckoned with in close quarters. Once the momentum has shifted in his favor, Akira's ability to quickly dish out a rapid assortment of death-dealing strikes is uncanny.

Akira has a hard time at long range. He lacks attacks with large hit radiuses to keep his enemy from using Defensive and Offensive Movements. This forces an Akira player to rely on a small selection of long range palm strikes to score a knockdown and move into a desired position. Smart use of footwork and multi-layered mind games are a must when playing Akira.

## Improving Execution



Playing Akira can be a daunting proposition. Many of his commands require extremely precise and intricate inputs—so much so that some players give up on certain techniques entirely before they have been fully explored. At advanced levels of play these commands are still vital to Akira's gameplan, however, regardless of their difficulty.

Our first lesson concerns the Teishitsu Dantai, a swift upwards knee thrust that happens to share a command with a similar knee attack—the Zanshuu. The command for the Teishitsu Dantai is K + G, with G being released after one frame, while the Zanshuu's command is simply pressing K + G. Simply pressing K + G together for the Zanshuu doesn't require much dexterity. However, releasing G after one frame for the Teishitsu Dantai does. Virtua Fighter 5 runs at 60 frames per second. Essentially, this means that G must be released instantly after being pressed. This command tends to be easier to perform on an arcade joystick with big buttons (like the Hori Fighting Stick EX2) than on a joypad, as you can 'drum' the buttons like a piano, slapping and releasing them very quickly. You can perform the command in one smooth motion, tapping K + G lightly and sliding off G as quickly as possible while continuing to hold down K. Although the Zanshuu and Teishitsu Dantai look similar, you'll know if you performed the Teishitsu by how high your enemy is knocked into the air and how quickly Akira completes the motion. The Teishitsu Dantai will float the opponent whether it hits as a normal hit or counterhit, and Akira will recover very quickly. In contrast, the Zanshuu does not float the enemy on normal hit, and Akira does not recover as quickly.



The Ryusoushiki is an Akira attack sequence that has a command that can take some getting used to. The 3-hit attack requires three commands to be input extremely quickly. The full sequence is ↵ K + G, ⇨ P, ⇨⇨⇨ P + K. The first two hits of the sequence aren't too difficult. Press ↵ K + G together, then as the kick hits your enemy press ⇨ P to perform a follow-up punch. Now here's the tricky part: the final input for this sequence, ⇨⇨⇨ P + K, must be finished just as the second punch connects. This requires you to input the whole sequence at lightning speed, which will be difficult at first. The best way to go about this is to think of the last two hits of this string as one big command. In other words, your inputs should all flow quickly, back-to-back, with no pauses in between. Flowing through the entire sequence quickly with no pauses, and a lot of practice, will insure the attacks come out correctly when needed.



## Rimon Chouchu $\leftarrow \rightarrow P$ and Yakucho Chouchu $\leftarrow \rightarrow P$

Akira's elbow class attack, usually referred to as the Dashing Elbow (or simply DE). Its easy execution, speed, and low risk make it one of his staple offensive options. It's important to learn to confirm whether this attack has connected or not before initiating follow up actions. When blocked, Akira is left at a very small disadvantage. Outside of simply blocking, using a crouddash or hitting  $\leftarrow P$  are common defensive options to take. If  $\leftarrow \rightarrow P$  hits a standing character, use the advantage to stage another assault that consists of a throw,  $P+K P+K$ ,  $\leftarrow P$ , or  $\leftarrow \rightarrow P$ . Your enemy is staggered if  $\leftarrow \rightarrow P$  connects while they are crouching, so follow up with a dash-up throw or  $\leftarrow \rightarrow P$  for big damage possibilities. Akira's  $\leftarrow \rightarrow P$  Yakucho Chouchu, or Super Dashing Elbow (SDE), differs from  $\leftarrow \rightarrow P$  in that it is less safe if blocked—with not enough time to Fuzzy Guard, you will have to be ready with throw escapes or ETEG to reliably avoid damage. For this reason, it's best to build your offense around  $\leftarrow \rightarrow P$ , employing  $\leftarrow \rightarrow P$  only after  $\leftarrow \rightarrow P$  has counterhit or staggered your opponent.

## Hougeki Unshin Soukoshou $P+K+G$ , $\leftarrow \triangle P+G$ , $\leftarrow$ or $\leftarrow P$



This three-hit string all links together after the first move connects. The end result is a big combo that deals massive damage. When blocked, the first strike is vulnerable to quick standing  $P$  attacks, and throws, but nothing more. Despite being occasionally risky, this technique is a valuable attack option during wake up games because of its heavy damage output.



## Maho Shoukou $\downarrow \rightarrow P+K$

Used mostly as a defensive move, this attack has the ability to plow through both high moves and  $\leftarrow P$  attacks, and as a shoulder-class move is immune to Sabakis. This is useful in both offensive and defensive situations. It's often initiated out of a backwards crouddash, which is done with the command  $\leftarrow \triangle \rightarrow P+K$ . This technique always staggers your enemy when it hits, making additional follow up attacks easier to land. Make them guess between guarding an attack or escaping a throw as they shake out of stagger. In particular try to land Akira's  $\leftarrow \rightarrow P+G$  Daiden Housui throw whenever possible. This throw can lead to big damage and ring out opportunities through powerful juggles like  $\leftarrow \rightarrow P+G$ ,  $\rightarrow P$ ,  $\leftarrow \triangle P$ ,  $\leftarrow \rightarrow P$ . If the Maho Shoukou is guarded, Akira is actually left at a small advantage, and can use this to apply more pressure to his foe.

**\*PS3 Version: The Maho Shoukou is not safe from throws if guarded, so be ready to throw escape or ETEG.**

## Kinkei Tourei $P+K$



A single strike that shifts into three different attack options.  $P+K P+K$  ends with a slow high hit that knocks down, setting up a combo opportunity. If the first hit connects on a counterhit, both hits link together for a two hit combo.  $P+K P+K$  can also be delayed to coerce counter attacks. It does not matter how the second  $P+K$  strikes, juggle them with a combo like  $\leftarrow P$ ,  $\leftarrow \rightarrow K K$ . The final hit also grants advantage when blocked, allowing for secondary attacks. Unfortunately, the last hit also hits high, making it vulnerable to crouching attacks. Attempts to duck under the hit can be countered by performing the Kinkei Tourei's second variation,  $P+K \rightarrow P$ , which is a mid-hitting option. The final attack option,  $P+K P$ , is the fastest follow-up strike available. However, it is vulnerable to ducking enemies and doesn't lead to anything damaging, so avoid using it over the other two options.



# AKIRA





## Teishitsu Dantai **K+G**, release **G** after 1 frame

The execution heavy Teishitsu Dantai is Akira's fastest launching attack. It's possible to use it defensively to reverse your enemy's slower attack options. Unfortunately, its difficult execution makes it a risky to use if you aren't confident with its command. Only integrate it into matches once you've had a chance to practice this move.

## Mid Range

### Jouho Senshou **⇐⇒P**



The speedy Jouho Senshou slaps your opponent to the floor, allowing for follow-up combos (an immediate **⇐⇒KK** works against any character in open stance). It carries a very small window of advantage after it when guarded, so it's completely safe when blocked (though it can be crouched under). Use it to snuff out your opponent's single hit moves, or to punish missed strikes. Don't ever throw it out randomly; confirm that your opponent's short range attack has whiffed before executing it.

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### Shousui **⇐P**



most of your opponent's counter attack options. Their missed move can then be punished with **⇐⇒P** or **⇐⇒P+K+P**.

The long reaching **⇐P** is very reliable at mid range. If the attack hits, Akira has a small advantage to work with to stage his next attack. A follow up **⇐⇒P** or a throw works well in this situation. If **⇐P** is blocked, the ability to shift into a quick backdash (press **⇐** just as the Shousui hits) enables you to avoid

### Hazan Ryoutenchi **⇐⇒P+K+P**



One of Akira's most useful mid range attacks is **⇐⇒P+K+P**. The first hit, a quick shoulder rush, goes under high attacks, and the second hit is guaranteed after the first. If both hits connect successfully, you'll be in perfect position to pressure them with either a throw or mid—they must guess correctly or Fuzzy Guard perfectly to avoid damage. Similar to **⇐⇒P**, this move is useful for punishing missed moves at mid range. Unlike **⇐⇒P** though, the Hazan Ryoutenchi hits mid, making it possible to punish crouching attacks. The first hit of this move can also be canceled into one of Akira's evasion moves by inputting **⇐⇒P+K** then **⇐** or **⇑**. After Akira steps to the side, a quick throw attempt may surprise an enemy that's expecting the Hazan Ryoutenchi's second strike. **⇐⇒P+K** is very vulnerable to throws and strikes if blocked, so never do the move on its own—always tap **⇐** or **⇑** to cancel to an evasion, or press **P** for the second hit. The second hit is not completely safe to retaliation if blocked either, but there is time to use ETEG to avoid throw attempts and counterattacks.



### Mouko Houhazan **⇓⇐P**

Akira's "Single Palm" is an excellent mid-range, special mid poke. While it can be evaded, it executes quickly and forces crouch-guarding opponents to stand. On either hit or guard, press **P** again to produce a quick follow-up elbow that combos and knocks down even on normal hit. This follow-up elbow will also hit crouch-guarding opponents forced to stand by guarding **⇓⇐P**. While **⇓⇐P** leaves you susceptible to throws when guarded, the threat of the follow-up elbow means you can sometimes go for a throw instead. The follow-up elbow leaves Akira at a small disadvantage if guarded.

# Long Range



## Byakko Soushouda ↓↵↵P

Akira's worthwhile attack options at long range are lacking, but he still has ways to get the job done. This extremely fast technique (usually called the Double Palm) has a huge reach, making it perfect for punishing your enemy's missed moves. In fact, it is the fastest mid-hitting attack in Virtua Fighter 5. Get used to inputting the command ↵↵↵↵↵P as an easy way to backdash away from attacks and shift directly into the Byakko Soushouda. The command ↵↵↵↵↵↵↵P can also be input quickly and smoothly to produce this move. Many combos and techniques also allow easier execution of this move, or require expert buffering execution. For example, after moves or actions that leave Akira in a crouching state, like immediately after ↵P or ↵↵P, simply buffer ↵↵↵P to easily perform a Double Palm. This can be very useful in combos like ↵↵↵↵↵P, ↵↵↵P, ↵↵↵↵↵P and CH ↵↵↵↵↵P, ↵↵P, ↵↵↵P. Additionally, when coming out of another action, if you buffer ↵↵↵ or ↵↵ at the earliest possible moment before inputting ↵↵↵P, it is possible to produce an instant Double Palm, with no crouch dash being animated.



## Geimon Tessen ↵↵P+K+G

Akira throws his weight into a half-circular double fist. If guarded, this move will simply push the opponent away, leaving Akira safe. On a clean hit, however, your opponent will be sideturned! From here everything they do will be at a slight disadvantage. Use this opportunity to go for a mix-up between a throw, a mid launcher like K+G (release G in 1 frame), or OM K aimed at their back. For a huge payoff against back/sideturned opponents, you can also go for ↵↵↵↵↵P+K Tetsuzankou. Now, this heavy shoulder ram does leave Akira at a huge, very punishable disadvantage if guarded. However, like CH OM K, it causes a very slow crumple when it hits an opponent from the back or side. Better than OM K, though, the Tetsuzankou doesn't need to counterhit to cause the crumple! After a successful crumple, perform ↵↵P, ↵↵↵P for superlative damage—around half life on counterhit!

# COMBOS

CH ↵↵↵↵↵P	Finishers
Everyone	↵P, ↵↵↵K K
Light Weights	↵↵P, ↵↵↵P, ↵↵↵↵↵P

↵↵P	Finishers
Light Weights	↵P, K+G release G in 1 frame, ↵↵↵↵↵P
Middle Weights	↵P, ↵↵↵P, ↵↵↵↵↵P
Heavy Weights	↵P, ↵↵P, ↵↵↵P

↵↵↵P	Finishers
Everyone	↵↵P, ↵↵↵↵↵P

↵↵↵P+G	Finishers
Light Weights	↵P, ↵P, ↵↵↵↵↵P, ↵↵↵↵↵P
Everyone	↵P, ↵↵↵↵↵K K

↵↵↵P or P+K P+K	Finishers
Everyone in open stance	↵↵K K
Light Weights	↵↵P, ↵↵↵P
Heavy Weights	↵↵P, ↵↵↵↵K K

K+G release G in 1 frame	Finishers
Light Weights	↵P, ↵↵↵P, ↵↵↵↵↵P
Heavy Weights	↵P, ↵P, ↵↵↵P

AKIRA



# NORMAL MOVES

Name	Command	Hit Lvl	Dmg	G	HIT	CH	Avoidable	DP	Notes
Chusui	<b>P</b>	High	12				Back . Front		
Chusui	→ <b>P</b>	High	12				Back . Front		Moves character forward
Hachimon Kaida	<b>P P</b>	Mid	12				Back . Front		
Kansuitai	<b>P K</b>	High	20			Down	Back . Front		<b>G</b> Cancel
Housui	↕ <b>P</b>	S.Low	9				Back . Front		
Shousui	⇨ <b>P</b>	Mid	19				Back . Front		
Tanheitiu	⇨ <b>P</b> ⇨	Movement	-				-		
Anshou	⇨ <b>P</b> ⇨ <b>P</b>	High	12	Stagger			Back . Front		Breaks High guard
Anshou Chouchu	⇨ <b>P</b> ⇨ <b>P P</b>	Mid	20			Down	Back . Front		
Teirou Kanpo	⇨ <b>P P + K + G</b>	Movement	-				-		Shifts to Teirou Kanpo
Rimon Chouchu	⇨ ⇨ <b>P</b>	Mid	20				Back . Front		
Yakucho Chouchu	⇨ ⇨ ⇨ <b>P</b>	Mid	20		Down	Down	Back . Front		
Jouho Senshou	⇨ ⇨ <b>P</b>	High	22		Back Flop	Back Flop	Back . Front	-1	
Fukko	⇨ ⇨ <b>P</b>	Mid	25				Back . Front	-1	
Shichiseiho	⇨ ⇨ <b>P</b> ⇨ or ⇨	Movement	-				-		
Mouko Houhazan	⇨ ⇨ <b>P</b>	S.Mid	22-35				Back . Front		Damage changes depending on distance traveled
Mouko Houhazan	(during stagger) ⇨ ⇨ <b>P</b>	S.Mid	20			Stomach Crumple	Back . Front		
Kakuda Chouchu	⇨ ⇨ <b>P</b> , during guard or hit <b>P</b>	Mid	20		Down	Down	Back . Front		
Byakko Soushouda	⇨ ⇨ ⇨ <b>P</b>	Mid	30		Down	Down	Back . Front		
Byakko Soushouda	(during stagger) ⇨ ⇨ ⇨ <b>P</b>	Mid	30		Down	Down	Back . Front		
Koboku	⇨ ⇨ ⇨ <b>P</b>	Mid	25		Head Crumple	Head Crumple	Back . Front		
Youhou	⇨ ⇨ <b>P</b>	Mid	30		Down	Down	Back . Front		
Shoutai	<b>K</b>	High	20		Down	Down	Back . Front		<b>G</b> Cancel
Youteitou	⇨ <b>K</b>	Mid	18		Down	Down	Back . Front		
Kenhou	⇨ <b>K P</b>	High	16				Back . Front		
Utankyaku	⇨ ⇨ <b>K</b>	Mid	25		Down	Down	Back . Front		
Utankyaku	(during stagger) ⇨ ⇨ <b>K</b>	Mid	20		Down	Down	Back . Front		
Renkantai	⇨ ⇨ <b>K K</b>	Mid	20		Down	Down	Back . Front		
Fujinkyaku	⇨ <b>K</b>	Low	14				Back . Front		
Youzentai	⇨ or ⇨ <b>K</b>	Low	10				Back . Front		
Sokutai	⇨ <b>K</b>	Mid	24				Back . Front		
Kinkei Tourei	<b>P + K</b>	Mid	16				Back . Front		
Youho Shousui	<b>P + K P</b>	High	14				Back . Front		
Renkan Toushou	<b>P + K ⇨ P</b>	Mid	16				Back . Front		
Suisou	<b>P + K P + K</b>	High	22		Back Flop	Back Flop	Back . Front	-1	
Senzankou	⇨ ⇨ <b>P + K</b>	Mid	18				Front		
Hazan Ryoutenchi	⇨ ⇨ <b>P + K P</b>	Mid	18				Back . Front	-1	
Senzankou~Shichiseiho	⇨ ⇨ <b>P + K</b> ⇨ or ⇨	Movement	-				-		
Chouzan Housui	⇨ ⇨ <b>P + K</b>	Mid	25		Down	Down	Back		
Chouzan Housui	⇨ ⇨ <b>P + K</b> (hold)	Mid	45	Stagger	Flying	Flying	Back	-2	
Tetsuzankou	⇨ ⇨ ⇨ <b>P + K</b>	Mid	20-45		Down	Down	Back . Front		Damage changes depending on distance traveled
Maho Shoukou	⇨ ⇨ <b>P + K</b>	Mid	27		Stagger	Stagger	Back . Front		



## NORMAL MOVES

Name	Command	Hit Lvl	Dmg	G	HIT	CH	Avoidable	DP	Notes
Gaimon Chouchu	↺↻ P+K	Mid	24		Down	Stomach Crumple	Back . Front		Deflect (vs. Mid P, elbow), when successful causes Stomach Crumple
Souka Housui	↺ P+K	Low	21			Leg Crumple	Back . Front		
Hekisui	↺↻ P+K	Mid, Mid	10, 15		Down	Down	Back . Front		
Zanshu	K+G	Mid	18			Down	Back . Front		
Youshi Saiken	K+G P	Mid	20		Down	Down	Back . Front		
Youshi Saiken	K+G P (hold)	Mid	30		Down	Down	Back . Front		
Teishitsu Dantai	K+G (release G after 1 frame)	Mid	27		Down	Down	Back . Front		
Gekiho Honko	↺ P+K+G	S.Mid	5	Stagger			Back . Front		Breaks High guard
Kaiko	↺ P+K+G	High	5	Stagger			Back . Front		Breaks High guard
Geimon Tessen	↺↻ P+K+G	Mid	26				Front		Leaves enemy sideturned on hit
Hougekishu	↺ P+K+G	Mid	16				Back . Front	-1	Deflect (vs. High P, elbow, Low P)
Hougekishu-Gaimon Chouchu	↺ P+K+G P	Mid	18		Down	Stomach Crumple	Back . Front		
Tenzankou	(during DM) P+K	Mid	20		Flying	Flying			
Toushou	(during OM) P	Mid	16				Back . Front		
Juji Toutai	(during OM) K	Mid	21				Back . Front		

## SHICHISEIHO

Name	Command	Hit Lvl	Dmg	G	HIT	CH	Avoidable	DP	Notes
Chouchu	during Shichiseiho ↺ or ↻ P	Mid	19				Back . Front		
Ouda	during Shichiseiho ↺ or ↻ P P	High	14				Back		

## TEIROU KANPO

Name	Command	Hit Lvl	Dmg	G	HIT	CH	Avoidable	DP	Notes
Teirou Kanpo	↺ P+K+G	Movement	-		-	-	-		
Choushunchu	↺ P+K+G P	Mid	20			Down	Back . Front		
Shousui	↺ P+K+G (delayed) P	Mid	19				Back . Front		↺ shifts to Teirou Kanpo
Jashin Hisei	↺ P+K+G K	Low	17				Back . Front		
Hakkaku Chuten	↺ P+K+G K during hit P+G	Attack Throw	30		Down	-	-		

## HOUKEN

Name	Command	Hit Lvl	Dmg	G	HIT	CH	Avoidable	DP	Notes
Houken	P+K+G	Mid	18				Back . Front		
Youshi Senrin	Houken, during hit ↺↻ P+G	Attack Throw	22				-		
Hougeki Unshin Soukoshou	Youshi Senrin, during hit ↺ or ↻ P	Combo	27		Down	-	-		



AKIRA

## RYUSOUSHIKI

Name	Command	Hit Lvl	Dmg	G	HIT	CH	Avoidable	DP	Notes
Ryusoushiki	↻ <b>K</b> + <b>G</b>	S.Mid	16				Back . Front		
Maho Chouchu	↻ <b>K</b> + <b>G</b> ⇒ <b>P</b>	Mid	16				Back . Front		
Tetsuzankou	↻ <b>K</b> + <b>G</b> ⇒ <b>P</b> ⇐⇒ <b>P</b> + <b>K</b>	S.Mid	30		Down	Down	Back . Front		
Shura Ha'ou Koukazan	↻ <b>K</b> + <b>G</b> ⇒ <b>P</b> <b>P</b> + <b>K</b>	S.Mid	15		Down	Down	Back . Front		
Kyoho	↻ <b>K</b> + <b>G</b> ⇒ <b>P</b> ⇐or⇐	Movement	-		-	-	-		Left in backturned state

## FUJINKYAKU

Name	Command	Hit Lvl	Dmg	G	HIT	CH	Avoidable	DP	Notes
Fujinkyaku	⇐ <b>K</b> + <b>G</b>	S.Low	10				Back . Front		
Choushitsu	Fujinkyaku, during hit <b>K</b>	Mid	10				Back . Front		
Fukko	Choushitsu, during hit ⇐ <b>P</b>	Mid	15				Back . Front		

## JUMPING ATTACKS

Name	Command	Hit Lvl	Dmg	G	HIT	CH	Avoidable	DP	Notes
Rakuho Shasui	(while rising) <b>P</b>	Mid	25		Down	Down	Back . Front		
Rakuhosui	(midair) <b>P</b>	Mid	25		Down	Down	Back . Front		
Choushitai	(while rising or midair) <b>K</b>	Mid	25		Down	Down	Back . Front		
Choushitai	(before landing) <b>K</b>	Mid	20			Down	Back . Front		

## BACKTURNED ATTACKS

Name	Command	Hit Lvl	Dmg	G	HIT	CH	Avoidable	DP	Notes
Kenhaisui	(BT) <b>P</b>	High	12				Back . Front		Shares same follow-up strings as <b>P</b>
Hairakuheki	(BT) ⇐ <b>P</b>	Mid	14				Back . Front	-1	
Haitai	(BT) <b>K</b>	High	30		Down	Down	Front		
Hashitsutai	(BT) ⇐ <b>K</b>	Low	10				Back . Front		
Chisentai	(BT) ⇐ <b>K</b>	Low	20		Down	Down	Back		
Tetsuzankou	(BT) <b>P</b> + <b>K</b>	Mid	30		Down	Down	Back . Front		
Haishin Ponken	(BT) <b>P</b> + <b>K</b> + <b>G</b>	Mid	18				Back . Front		Shares same follow-up strings as <b>P</b> + <b>K</b> + <b>G</b>

## KAIKO

Name	Command	Hit Lvl	Dmg	G	HIT	CH	Avoidable	DP	Notes
Kaiko	(facing wall) ⇒ <b>P</b> + <b>K</b> + <b>G</b>	Mid	20	Stagger	Head Crumple	Head Crumple			

## ATTACKS ON DOWNED OPPONENT

Name	Command	Hit Lvl	Dmg	G	HIT	CH	Avoidable	DP	Notes
Soukahou	(enemy down) ↻ <b>P</b>	Down Attack	12	Down	Down	Down	-		
Gekihousui	(enemy down) ⇐ <b>P</b>	Down Attack	20	Down	Down	Down	-		

# THROWS

Name	Command	Hit Lvl	Dmg	HIT	QR	Escape	DP	Notes
Toushin Soutai	<b>P+G</b>	High	40	Down	-	<b>P+G</b>		Side turned if throw is escaped
Kaikyusei	⇨ <b>P+G</b>	High	30+10	Down	Yes	⇨ <b>P+G</b>		Side turned if throw is escaped
Kaikyu Tenshin Touda	⇨ <b>P+G</b> ⇧	High	20		-	-		Back position is achieved when throw is successful
Kaikyu Tenshin Touda	⇨ <b>P+G</b> ⇩	High	20		-	-		Back position is achieved when throw is successful
Daiden Housui	⇨⇩ <b>P+G</b>	High	15+10	Down	-	⇨ <b>P+G</b>		When throw is escaped, backturned position is taken
Junho Honko	⇨⇩ <b>P+G</b>	High	10	Stagger	-	⇩ <b>P+G</b>		Side turned if throw is escaped
Youshi Senrin	⇨⇩ <b>P+G</b>	High	28		-	⇩ <b>P+G</b>		Back position is achieved when throw is successful, Side turned if throw is escaped
Shishi Hougetsu	⇩ <b>P+G</b>	High	40	Down	-	⇩ <b>P+G</b>		
Shinporiko	⇨ <b>P+G</b>	High	0		-	⇨ <b>P+G</b>		Back position is achieved when throw is successful
Shin'itha	⇨⇩ <b>P+G</b>	High	50+10	Down	perfect	⇨ <b>P+G</b>	-1	
Junshin Honko	⇨⇩ <b>P+G</b>	Catch	0		-	-		
Junshin Honko~Shin'itha	⇨⇩ <b>P+G</b> <b>P+K</b>	Combo	20		-	⇨ <b>G</b>	-1	
Junshin Honko~Chinho	⇨⇩ <b>P+G</b> ⇩ or ⇧	Combo	20		-	-		Back position is achieved when throw is successful
Chinho~Kouzanheki	⇨⇩ <b>P+G</b> ⇧ <b>P+K</b>	Combo	15		-	⇧ <b>G</b>		
Chinho~Kouzanheki	⇨⇩ <b>P+G</b> ⇩ <b>P+K</b>	Combo	15		-	⇩ <b>G</b>		
Shishi Hougetsu	(wall behind) ⇩ <b>P+G</b>	High	65	Down	-	⇩ <b>P+G</b>		
Kyuhu Chouchu	(on enemy's right) <b>P+G</b>	High	40	Down	Yes	⇨ <b>P+G</b>		
Kyuhu Chouchu	(on enemy's left) <b>P+G</b>	High	40	Down	Yes	⇩ <b>P+G</b>		
Daisekkou	(enemy facing away) <b>P+G</b>	High	55	Down	-	-		

# REVERSALS

Name	Command	Hit Lvl	Dmg	HIT	QR	Escape	DP	Notes
Youhou	⇨ or ⇩ <b>P+K</b>	Reversal	20+	Down	perfect	-		vs. right High or Mid <b>P</b>
Gaimon Chouchu	⇨ or ⇩ <b>P+K</b>	Reversal	20+	Down	perfect	-		vs. left High or Mid <b>P</b>
Tan'yokuchou	⇨ or ⇩ <b>P+K</b>	Reversal	20+	Down	perfect	-		vs. High or Mid <b>K</b>
Honshin Tanda	⇩ <b>P+K</b>	Reversal	20+	Down	-	-		vs. Low <b>P</b>
Souhakushu	⇩ <b>P+K</b>	Reversal	20+	Down	perfect	-		vs. Low <b>K</b>
Youhou	⇨ <b>P+K</b>	Reversal	20+	Down	perfect	-		vs. elbow
Gaimon Chouchu	⇨ <b>P+K</b>	Reversal	20+	Down	perfect	-		vs. right Middle Kick
Tan'yokuchou	⇨ <b>P+K</b>	Reversal	20+	Down	perfect	-		vs. left Middle Kick
Gaimon Chouchu	⇨ <b>P+K</b>	Reversal	20+	Down	perfect	-		vs. knee
Jouho Shoukou	⇨ <b>P+K</b>	Reversal	20+	Down	perfect	-		vs. somersault
Tsutenhou	⇨ <b>P+K+G</b>	Sabaki	-		-	-		vs. High or Low <b>P</b> , High <b>K</b>
Mouko Kouhazan	⇨ <b>P+K+G</b> , when successful ⇨ <b>P</b>	Mid	30	Stomach Crumple	-	-		
Honshin Shouten	From Teirou Kanpo, <b>P+K</b>	Movement	-		-	-		vs. High or Mid <b>P</b> , elbow, High <b>K</b> , knee
Honshin Shouten~ Shouten Housui	From Teirou Kanpo <b>P+K</b> success, then ⇨ <b>P</b>	Mid	30	Down	-	-	-1	



AKIRA