

Ryu Hayabusa's Movelist

Style: Hayabusa Style Ninjutsu

Break System

Name	Command	Height	Leads into
Fatal Rash 1	S During Ongyoin stance	HI HI	
Fatal Rash 2	S S	(HI·MI·MI)	
Fatal Rash 3	S S S	(HI·MI·MI·MI)	
Fatal Rash 4	S S S S	(HI·MI·MI·MI·MI)	
Side Attack	while sidestepping S	MI	
Break Blow	When Break Gauge is 100% full → S	MI	
Break Hold	When Break Gauge is more than 50% full ← S	HI+MI+LO	

Unique Strikes

Name	Command	Height	Leads into
Ren-Jaki-Barai	P P P P	(HI·HD)MI·MI	
Joma-Geri	P P P K	(HI·HD)MI·HI	
Joma-Rengyoin	P P P K ⇐	(HI·HD)MI·HI-	Ongyoin
Rendan-Tocchu	P P → P	(HI·HD)HI	
Rendan-Tocchu, Ongyoin	P P → P ⇐	(HI·HD)HI-	Ongyoin
Rendan-Gekisai-Sho	P P ← P P	(HI·HD)MI·HI	
Kusen-Zangeki	P P ← P → P	(HI·HD)MI·MI	
Ren-Yami-Barai	P P ← P ↓ P	(HI·HD)MI·LO	
Ren-Zanma-Raimei-Shu	P P ← P K	(HI·HD)MI(MI·MI)	
Ren-Kikoku-Raimei-So	P P K K P	(HI·HD)(HI·HI·MI)	
Ren-Kikoku-Shintei	P P K K K	(HI·HD)(HI·HI·HI)	
Ren-Kikoku-Shintei	P P ↓ K P Chargeable	(HI·HD)LO·MI	
Ren-Kijin-Ongyo	P P ↓ K ⇐	(HI·HD)LO-	Ongyoin
Hato-Geri	P K K	HI·HI·HI	
Akki-Barai	→ P P	MI·MI	
Soryu-Geri	→ P K	MI·HI	
Soryu-Rengyoin	→ P K ⇐	MI·HI-	Ongyoin
Raishin-Geki	→→ P	MI	
Hekireki-Sho	→→→ P	MI	
Gekisai-Sho	← P P	MI·HI	
Kushin-Geki	← P → P	MI·MI	
Yami-Barai	← P ↓ P	MI·LO	
Hayo-Raimei-Shu	← P K	MI(MI·MI)	
Ran-Pyo-So	←← P	(MI·MI)	
Amatsuki	↑ P	HI	
Battei-Tou	↓ P	LO	
Shinso-Zuki	↘ P P P	MI(HI·MI)	
Shoryu-Senku-Kyaku	↘↘ P K	MI·HI	
Bizen-Ichimonji	↘↘ P ↓ K	MI·LO	
Shingyoso-Ongyoin	↘↘ P ⇐	MI-	Ongyoin
Chisen-Kyaku	↙ P ↓ K	LO·LO	
Garyo-Sen	↓↘→ P	MI	
Shinyo-Chozan	↓↙← P	MI	
Jaki-Barai	K P	HI·MI	
Hazumi-Guruma	K K	HI·HI	
Haja-Hiryu	→ K P	MI·MI	
Haja-Rensho	→ K K	(MI·HI)	
Chitose-Hishitsu	→→ K	MI	Ongyoin
Onibishi	← K	HI	Ongyoin
Hagen-Koryu-Kyaku	↑ K K	HI·MI	
Nichirin-Kyaku	↗ K	MI	
Tenrin-Kyaku	↖ K	MI	
Gedan-Mawashi-Geri	↓ K	LO	
Hayo-Nagi-Geri	↘ K K	MI·MI	
Ura-Chiso-Kyaku	↘ K ↓ K	MI·LO	
Jisuberi	↘↘ K	LO	
Jisuberi	↙ K P Chargeable	LO·MI	
Riei-Ongyo	↙ K ⇐	LO-	Ongyoin
Shoryu-Tenda	From crouching ← K P	MI·MI	
Shoryu-Kyaku, Urakaze	From crouching ← K ↗ P	MI-	
Shoryu-Tenho	From crouching ← K K	MI·MI	
Chiryuso	P + K	MI	
Chiryuso-Ongyo	P + K ⇐	MI-	Ongyoin
Tenma-Meido-Ha	→ P + K	HI	
Tenma-Ongyo	→ P + K ⇐	HI-	Ongyoin
Tenma-Meido-Ha	← P + K Chargeable	MI	
Rekku-Rakushin-Ga	↘ P + K K	MI·MI	

Name	Command	Height	Leads into
Shokaku-Rensho	↓ ↘ → P + K P P K	(MI·HI·HI·MI)	
Zuikaku-Rensho	↓ ↘ → P + K P K	(MI·HI·MI)	
Zuikaku-Shozan	↓ ↘ → P + K K	(MI·MI)	
Kikoku-Raimei-So	H + K K P	(HI·HI·MI)	
Kikoku-Shintei-Kyaku	H + K K K	(HI·HI·HI)	
Junyo-Shu	← H + K	MI	
Junyo-Shu, Urakaze	← H + K ↗ P	MI-	
Chiso-Kyaku	↓ H + K	LO	
Zanma-Raimei-Shu	↘ H + K	(MI·MI)	
Gunro-Bangoku-Kyaku	While rising H + K	(MI·MI·MI·MI)	
Furetsu	Near wall durring Fumon P	MI	

■ Attacks in the Ongyoin Stance

Name	Command	Height	Leads into
Fudo-Utusemi	→ →	-	
Fudo-Utusemi	↑ ↑	-	
Fudo-Utusemi	↓ ↓	-	
Soku-Rento	P P	HI·MI	BT
Soku-Gao-Sho	P P P Chargeable	HI·MI·MI	
Fudo-Tocchu	→ P	HI	
Fudo-Ongyo	→ P ←	HI-	Ongyoin
Fudo-Unryu	↑ P	MI	
Fudo-Ryugashitsu	K	MI	
Fudo-Shinano-Azusa	→ K	MI	
Fudo-Ryujo	↑ K	MI	
Fudo-Chikatsu-Kyaku	↓ K	LO	
Fudo-Shokaku-Sho	P + K	MI	
Shokaku-Rensho	P + K P P K	(MI·HI·HI·MI)	
Zuikaku-Rensho	P + K P K	(MI·HI·MI)	
Zuikaku-Shozan	P + K K	(MI·MI)	
Fudo-Kaganui	→ P + K	MI	
(New) Goka-Shippu	↓ P + K	(HI·HI·HI·HI)	
(New) Goka-Doto	↓ P + K P	(HI·HI·HI·HI) HI	
Rekku-Rakushin-Ga	↘ P + K K	MI·MI	

■ Back-Facing Attacks

Name	Command	Height	Leads into
Haigeki-Uraken	P	HI	
Haigeki-Chudan-Shuto	← P	MI	
Haigeki-Gedan-Shuto	↓ P	LO	
Haigeki-Jodan-Geri	K	HI	
Haigeki-Chudan-Geri	← K	MI	
Rakushin-Ga	↑ K	MI	
Haigeki-Gedan-Geri	↓ K	LO	
Haigeki-Soku-Zanto	P + K	HI	
Haigeki-Soku-Rento	P + K P	HI·MI	BT
Fudo-Ongyo	P + K P P Chargeable	HI·MI·MI	

■ While getting up Attacks

Name	Command	Height	Leads into
Get Up Middle Kick	Lying face up with feet towards foe K	MI	
Get Up Low Kick	Lying face up with feet towards foe ↓ K	LO	
Get Up Middle Kick	Lying face down with feet towards foe K	MI	
Get Up Low Kick	Lying face down with feet towards foe ↓ K	LO	
Get Up Middle Kick	Lying face up with head towards foe K	MI	
Get Up Low Kick	Lying face up with head towards foe ↓ K	LO	
Taiyo-Kijo-Tototsu	Lying face up with head towards foe P + K	MI	
Get Up Middle Kick	Lying face down with head towards foe K	MI	
Get Up Low Kick	Lying face down with head towards foe ↓ K	LO	
Kaiyo-Kijo-Tototsu	Lying face down with head towards foe P + K	MI	

■ Throws

Name	Command	Height	Leads into
Juji-Garami	T	High foe's front	
Mekkyaku: Soryu	→ T	High foe's front	
Hayabusa-Geri	→→ T	High foe's front	
Yama-Arashi	← T	High foe's front	
Gen-Ei	←→ T	High foe's front	
Kubikiri-Nage	↑ T	High foe's front OH	
	Behind foe ↑ T	High foe's back OH	
	Near wall ↑ T	High foe's front OH	
	Near wall, during Fumon on wall landing T		
	Near wall, behind foe ↑ T	High foe's back OH	
	Near wall, behind foe, during Fumon on wall landing T		
	Near wall, during Ongyojin ↑ T	High foe's front OH	
	Near wall, behind foe, during Ongyojin ↑ T	High foe's back OH	
Rakurai-Sho	↓↙← T	High foe's front	
Izuna-Otoshi	↙↘↓↘→T·↓↘→↗↑↑T·one full rotation T	High foe's front	
Resshin-Izuna	In an area with a ceiling ↙↘↓↘→T·↓↘→↗↑↑T	High foe's front	
Rekku-Izuna	In an area with a ceiling ↙↘↓↘→T·with wall in front ↓↘→↗↑↑T	High foe's front	
Ura-Nage	Behind foe T	High foe's back	
Kandachi-Otoshi	behind foe ←or→ T	High foe's back	
Mijin-Hairaku	Near wall, behind foe ←or→ T	High foe's back	
Kandachi-Tenraku	In an area with a ceiling, Behind foe ←or→ T	High foe's back	
Rakuryu-Sho	Behind foe ↓↙← T	High foe's back	
Hane-Karakuri	To crouching foe ↓ T	Low foe's front	
Zanshu-Sen	To crouching foe ↙ T	Low foe's front	
Takitsubo-Watari	To crouching foe's back ↓ T	Low foe's back	
Name	Command	Height	Leads into
Yoko-Izuna	To crouching foe('s back) ↘↘T·↓↘→↗↑↑T·one full rotation T	Low foe's front(back)	
Resshin-Izuna	In an area with a ceiling ↘↘T·↓↘→↗↑↑T	Low foe's front	
Fudo-Zanshu	During Ongyojin stance ↑ T	High foe's front OH	
	Behind foe During Ongyojin stance ↑ T	High foe's back OH	
Suritsuke-Zanshu	during Fumon on wall landing T	High foe's front	
	Behind foe during Fumon on wall landing T	High foe's back	
Kabuto-Gari	From crouching ← T	High foe's front OH	
	Behind foe from crouching ← T	High foe's back OH	
Shoho-Izuna	↓↘→P+K P P on hit, one full rotation T	continuation	
Zuiho-Izuna	In an area with a ceiling ↓↘→P+K P P on hit, one full rotation T	continuation	
Ryuhou-Izuna	In an area with a ceiling, with wall in front ↓↘→P+K P P on hit, one full rotation T	continuation	
Koryuho	To a foe in the air T	Air middle throw	
(New)Ikazuchi-Koryuho	To a foe in the air ↙↘↓↘→T	Air middle throw	
Mekkyaku: Tiryu	During Ongyojin stance T	High foe's front	
Mekkyaku: Shoryu	during Mekkyaku: Tiryu ↙↘↓↘→T	continuation	
Mekkyaku: Senryu	during Mekkyaku: Senryu one full rotation T	continuation	
(New)Senryuho	To a foe in the air, During Ongyojin stance T	Air middle throw	
(New)Ikazuchi-Senryuho	To a foe in the air, During Ongyojin stance ↙↘↓↘→T	Air middle throw	

■ Holds

Name	Command	Height	Leads into
Mekkyaku: Koryu	Against foe's high punch ↖ H	High P	
Kage-Toro	Against foe's high kick ↖ H	High K	
Shiho-Nage	Against foe's mid punch ← H	Middle P	
Orochi-Gari	Against foe's mid kick → H	Middle K	
Mekkyaku: Ryuso	Against foe's low punch ↙ H	Low P	
Koken-Giri	Against foe's low kick ↙ H	Low K	
Gasai	Against foe's jumping punch ← H	Jump P	
Hai-Tenraku	Against foe's jumping kick → H	Jump K	
Expert Holds			
Senko-Izuna	Against foe's high punch →↖ H · ↓ ↙ ← ↖ ↑ H · one full rotation H	continuation	
Resshin-Izuna	In an area with a ceiling, against foe's high punch →↖ H · ↓ ↙ ← ↖ ↑ H	continuation	
Rekku-Izuna	In an area with a ceiling, against foe's high punch →↖ H · with wall behind ↓ ↙ ← ↖ ↑ H	continuation	
Rekko-Izuna	Against foe's mid punch →← H · ↓ ↙ ← ↖ ↑ H · one full rotation H	continuation	
Resshin-Izuna	In an area with a ceiling, against foe's mid punch →← H · ↓ ↙ ← ↖ ↑ H	continuation	
Rekku-Izuna	In an area with a ceiling, against foe's mid punch →← H · with wall behind ↓ ↙ ← ↖ ↑ H	continuation	
Yoko-Izuna	Against foe's low punch →↙ H · ↓ ↙ ← ↖ ↑ H · one full rotation H	continuation	
Resshin-Izuna	In an area with a ceiling, against foe's low punch →↙ H · ↓ ↙ ← ↖ ↑ H	continuation	
Rekku-Izuna	In an area with a ceiling, against foe's mid punch →↙ H · with wall in front ↓ ↙ ← ↖ ↑ H	continuation	
Mekkyaku: Ranryu	Against foe's mid kick ↔ H	Middle K	
Unique Holds			
Fudo-Kajju	During Ongyoin stance H	High · Middle Level	

■ Ground Attacks

Name	Command	Height	Leads into
Toraga-Sodan	↓ P	-	
Naraku-Zuki	↑ P + K	-	

■ Special Moves

Name	Command	Height	Leads into
Urakaze	↗ P	-	
Fumon	↖ P	-	
Asuka-Gaeshi	Near wall durring Fumon K	-	
Ongyoin	↓ P + K	-	
Koutai-Ongyoin	↓ ↙ ← P + K	-	
Rekku-Utsusemi	↘ P + K or during Ongyoin ↓ P + K (on hit) P + K	-	
Taunt: You cannot distract me.	A P L	-	
Taunt: Enough!	→ A P L	-	
Taunt: Ongyoin "Nin"	← A P L	-	