

Rig's Move List

Style: Tai Kwon Do

Break System

Name	Command	Height	Leads into
Fatal Rash 1	S	HI	
Fatal Rash 2	S S	(HI·HI*3)	
Fatal Rash 3	S S S	(HI·HI*3·HI*2)	
Fatal Rash 4	S S S S	(HI·HI*3·HI*2·HI)	
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
Combo Hooking Kick	P P P K	(HI·HD)HI·HI	Bending
Spinning Downward Kick	P P P ←K	(HI·HD)HI·MI	
Combo Low Sweep	P P P ↓K	(HI·HD)HI·LO	
Combo High Side Piercing Kick	P P K K	(HI·HD)MI·HI	Bending
Combo Mid Reverse Turning Kick	P P K →K	(HI·HD)MI·MI	
Triple Kick Fake - Bending Stance	P P K →K ←	(HI·HD)MI-	Bending
Combo Low Side Piercing Kick	P P K ↓K	(HI·HI)MI·LO	
Combo Side Rising Kick	P P ↓K K	(HI·HD)LO·MI	
High Reverse Punch - Turn Leg Cut	P P ←	(HI·HI)-	TLC
Mid Obverse Punch	P →P	HI·MI	
Quick Flying Reverse Turning Kick	P K K	HI·HI·HI	
(New)Quick Off-Beat	P K →K	HI·HI·MI	
Quick Low Sweep	P K ↓K	HI·HI·LO	
Side Elbow Thrust	→P P	MI·MI	BT
Knee Upward Kick	→P K	MI·MI	
Front Elbow Low High Piercing Kick	→P ↓K K	MI·LO·HI	Bending
Straight Fingertip Mid Straight Thrust	→→P	MI	
Combo Mid Obverse Punch	←P P	(MI·MI)	
Flying 360 Spin Two-Hit Kick	←P K	MI(HI·HI)	
High Palm Strike	↑P	HI	
Back Fist High Side Strike	↗P P	HI·HI	
Vertical Knife Hand Downward Strike	↘P	MI	
Low Reverse Punch	↓P	LO	
Rising Thrust	↘P	MI	
(New)Lift Off	↘P K	MI·HI	
(New)Orbit Combo	↘P K On hitK	MI·HI(MI·MI·MI)	
Combo Mid Obverse Punch	↙P P	LO·MI	
Combo High Palm Strike	K K P	HI·HI·HI	
Triple Kick Combination - Bending Stance	K K K ←	-	
Triple Kick Plus One	K K K →K	HI·HI·MI·MI	
Triple Kick Fake - Bending Stance	K K K →K ←	HI·HI·MI-	Bending
Hook Kick - Turn Leg Cut	K K ←	HI·HI-	TLC
Turning Kick Axe Kick	K →K K	HI·MI·MI	
Turning Kick High Piercing Kick	K ↓K K	HI·LO·HI	Bending
Two-Hit Crescent Kick - Turn Leg Cut	→K K ←	(MI·MI)-	TLC
Crescent Flying Front Kick	→K ↗K	MI·HI	Bending
Front Pushing Kick	→→K	MI	
Side Pushing Kick	←K K	MI·HI	Bending
Back Piercing Kick	←←K	HI	BT
(New)Space Walk	←←K On hitK	HI(MI·MI·MI)	
Downward Kick	↑K K	MI·MI	
Flying Front Kick	↗K	HI	Bending
Back Knee Downward Kick	↘K K	MI	BT
Turning Kick Side Rising Kick	↓K K	LO·MI	
Combo Stance Sweep	↓K ↓K	LO·LO	
High Piercing Kick	↘K K	MI·HI	Bending
Mid Reverse Turning Kick - Bending Stance	↘K →K ←	MI-	Bending
Mid Low High Piercing Kick	↘K ↓K K	MI·LO·HI	Bending
Side Rising Kick	↘↘K	MI	

Name	Command	Height	Leads into
Low High Piercing Kick	↙ K K	LO·HI	Bending
Flying Side Piercing Kick	↓ ↘ → K	HI	Bending
Hammer Heel	↓ ↙ ← K	MI	
Twin Fist Reverse Punch	P + K	MI	
Front Kick	P + K K	(MI·MI)	
Turn Leg Cut – Bending Stance	→ P + K	-	TLC
Bending Stance	← P + K	-	Bending
Bending Stance	↓ P + K	-	Bending
Flying Reverse Turning Kick	H + K K	HI·HI	
(New) Off-Beat	H + K → K	HI·MI	
Consecutive Low Sweep	H + K ↓ K	HI·LO	
Flying 180° Back Punch	→ H + K	(HI·HI)	
Low Sweep	↓ H + K	LO	
Stance Sweep	↙ H + K	LO	

■ Bending Attacks

Name	Command	Height	Leads into
Bending Stance Vertical Knife Hand Downward Strike	P	MI	
Bending Stance Consecutive High Reverse Turning Kick	K K K	(HI·HD)HI	
Bending Stance Consecutive High Reverse Turning Kick – Turn Leg Cut	K K K ←	(HI·HI)HI-	TLC
Bending Stance Consecutive Spinning Downward Kick	K K → K	(HI·HD)MI	
Bending Stance Front Piercing Kick	→ K	MI	
Leg Cut	→ K ←	MI-	Bending
Bending Stance Side Pushing Kick	← K K	MI·HI	Bending
Bending Stance Flying Downward Kick	↑ K	MI	
Bending Stance Spinning Downward Strike	↖ K Chargeable	MI	
Bending Stance High Side Piercing Kick	↓ K K	LO·HI	Bending
Bending Stance Mid Turning Kick – Bending Stance	↘ K ←	-	
Triple Kick Plus One	↘ K → K	MI·MI	
Triple Kick Fake – Bending Stance	↘ K → K ←	MI-	Bending
Sitting Stance – Reverse Punch	P + K	MI	
Bending Stance Turn Leg Cut	→ P + K	-	TLC
Bending Stance Flying Reverse Turning Kick	H + K K	HI·HI	
(New) Bending Stance Off-Beat	H + K → K	HI·MI	
Bending Stance Low Sweep	H + K ↓ K	HI·LO	
Flying Consecutive Side Piercing Kick Finish	→ H + K K	(HI·MI)MI	BT
Flying Reverse Foot Sword Turning Kick	← H + K	HI	
Bending Stance Low Turning Kick	↓ H + K	LO	
Bending Stance Release	H	-	
Back-Turned Bending Stance Back Fist	With Back to Foe P	HI	
Back-Turned Bending Stance Side Fist Side Strike	With Back to Foe ← P	MI	
Back-Turned Bending Stance Low Side Fist Side Strike	With Back to Foe ↓ P	LO	
Back-Turned Bending Stance High Reverse Turning Kick	With Back to Foe K	HI	
Back-Turned Bending Stance Low Turning Kick	With Back to Foe ↓ K	LO	
Back-Turned Bending Stance Bending Stance	With Back to Foe P + K	-	Bending
Back-Turned Bending Stance 540 Turning Thrust	With Back to Foe H + K	HI	

■ Turn-leg Cut attacks

Name	Command	Height	Leads into
Side Fist Side Strike	P	MI	
Double Flying 540 Reverse Turning Kick	→ K K	HI·HI	
Combo Flying 540 Reverse Turning Kick	→ K → K K	(HI·HD)HI	
Triple Ton Kick	→ K → K → K	(HI·HI·HI)	
Rig Twister	K H + K	MI·HI	
Rig Tornado	K K K	(MI·HD)HI	
Rig Cyclone	K K ← K	(MI·HD)MI	
Spin Low Turning Kick	↓ K	LO	
(New) Turning High Back Fist Strike	P + K	HI	
Flying 540 Reverse Turning Kick	H + K	HI	
540 Turning Thrust	→ H + K	HI	

■ Back-Facing Attacks

Name	Command	Height	Leads into
Back-Turned Back Fist	P	HI	
Back-Turned Side Fist Side Strike	← P	MI	
Back-Turned Side Elbow Thrust	↖ P	MI	BT
Back-Turned Low Side Fist Side Strike	↓ P	LO	
Back-Turned Flying Reverse Turning Kick	K K	HI·HI	
Back-Turned Low Sweep	K ↓ K	HI·LO	
Back-Turned Spinning Downward Kick	← K	MI	
Back-Turned Low Kick	↓ K	LO	
Back-Turned Turn Leg Cut - Bending Stance	P + K	-	TLC
Back-Turned 540 Turning Thrust	H + K	HI	
(New)Back-Tuned Off-Beat	H + K → K	HI·MI	

■ Throws

Name	Command	Height	Leads into
Arm Breaker	T	High foe's front	
Combination Twister	→ T	High foe's front	
Swing Arm Tornado	→→ T	High foe's front	
Blowout	←↙ ↓ ↘→ T	High foe's front	
Wild Well	In an area with a ceiling ←↙ ↓ ↘→ T	ceiling	
Rapid Fire	During Bending T	High foe's front	Bending
Fireman's Carry	To crouching foe ↓ T	Low foe's front	
One Hand Throw	Behind foe T	High foe's back	
Piston Kick	To crouching foe's back ↓ T	Low foe's Back	
Heaven to Hell	Bending stance → H + K K Mid air on hit self continuing	Mid-air	

■ Holds

Name	Command	Height	Leads into
Hammer Down	Against foe's high punch ↖ H	High P	
Valve Handle Throw	Against foe's high kick ↖ H	High K	
Blazing Rush	Against foe's mid punch ← H	Middle P	
Trick Kick	Against foe's mid kick → H	Middle K	
Mallet Heel	Against foe's low punch ↙ H	Low P	
Stomp Heel	Against foe's low kick ↙ H	Low K	
Anti-Air Sting	Against foe's jumping punch ← H	Jump P	
Twist Kick	Against foe's jumping kick → H	Jump K	
Expert Holds			
Spiral Shaft	Against foe's mid kick ←→ H	Middle K	

■ Ground Attacks

Name	Command	Height	Leads into
Ground Stamp	↓ K	-	
Jumping Hammer Heel	↑ P + K	-	

■ 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	
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	

■ Special Moves

Name	Command	Height	Leads into
Taunt: This is a good workout	A P L	-	
Taunt: What a pain...	→, ← A P L	-	