

Zack's Move List

Style: Muay Thai (Self-Taught)

Break System

Name	Command	Height	Leads into
Fatal Rash 1	S	HI	
Fatal Rash 1	While Ducking S	HI	
Fatal Rash 2	S S	(HI·MI)	
Fatal Rash 3	S S S	(HI·MI·MI)	
Fatal Rash 4	S S S S	(HI·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
Fake Bazooka	P P P ↑ P	(HI·HD)HI·MI	
Fake Spinning Heel	P P P ↑ K	(HI·HD)HI·MI	
(New)Combo Elbow Club	P P P P	(HI·HD)HI·MI	
Möbius Rush	P P P K	(HI·HD)HI·MI	
Mad Beast	P P K K K K	(HI·HD)(MI·MI·MD)MI	
Beast Shift	P P K K K ↓ K	(HI·HD)(MI·MI·MD)LO	
Devil's Rush	P P → P P	(HI·HD)MI·MI	
Genocide Rush	P P → P K	(HI·HD)MI·MI	BT
Devil's Tornado	P P → P ↓ K	(HI·HD)MI·LO	
Double Knee Combo	P P → K K	(HI·HD)MI·MI	
Tropical Hurricane	P P → K ↓ K	(HI·HD)MI·LO	
Combo Knee Spin Middle	P P → K H + K	(HI·HD)MI·MI	
Jab, Straight - Sway	P P ←	(HI·HI) -	Sway
Fake Bazooka	P P ↑ P	(HI·HI)MI	
Fake Spinning Heel	P P ↑ K	(HI·HI)MI	
Jab, Straight - Ducking	P P ↓	(HI·HI) -	Ducking
Mad Hound	P P ↓ K ↓ K K K	(HI·HD)(LO·LO·LO)LO	
Hound Shift	P P ↓ K ↓ K K ↘ K	(HI·HD)(LO·LO·LO)MI	
Vulcan Knee Kick	P P ↗ K	(HI·HD)MI	
Boost Rush	P K K K K	HI·HI·MI·HI·MI	
Double Elbow	→ P P	MI·MI	
Inferno Rush	→ P K K K K	MI(MI·MI·MD)MI	
Inferno Shift	→ P K K K ↓ K	MI(MI·MI·MD)LO	
Elbow Rush	→ → P P	MI·HI	
Final Smash	→ → P → P P P P	MI(MI·MI·MD)MI	
Hell Needle	↑ P	MI	
Leap Spin Elbow	↗ P P	HI·HI	BT
Strike Knuckle	↖ P P	HI·MI	
Fake Strike Knuckle	↖ P P + K	HI-	
Slam Knuckle - Sway	↖ P ←	HI-	Sway
Low Knuckle - Ducking	↓ P ↓	LO-	Ducking
Heaven Smash	↘ P P P	MI·MI·MI	
Uppercut - Sway	↘ P ←	MI-	Sway
Double Twister	↘ ↘ P P	MI·MI	
Double Twister - Ducking	↘ ↘ P P ↓	MI·MI -	Ducking
Devil's Elbow	↘ ↘ P → P	MI·HI	
(New)Zack Cannon	↓ ↘ → P	MI	
(New)Zack Cannon - Ducking	↓ ↘ → P ↓	MI-	
Down Elbow	↓ ↙ ← P	MI	
Mephisto Rush	K K K K	HI·MI·HI·MI	
Gatling Knee	→ K K	MI·MI	
Tropical Storm	→ K ↓ K	MI·LO	
Knee Spin Middle	→ K H + K	MI·MI	
Rising Knee	→ → K	MI	
Tip	← K	MI	
Tip - Ducking	← K ↓	MI-	Ducking
Zack Hurricane	← → K Chargeable	HI	
Half Spin Rolling Elbow	← ← K P	HI·HI	
Half Spin Heel Kick	← ← K K	HI·MI	

Name	Command	Height	Leads into
Boomerang Heel Kick	↑ K	HI	
Reverse Heel	↑ K K	HI·HI	
Rising Heel Kick	↗ K	HI	
Overhead Kick	↖ K K	MI·MI	
Spring Kick	↖ K·K	MI·MI	
Belial Rush	↓ K K K K K	LO(LO·LO·LO)LO	
Belial Shift	↓ K K K K ↘ K	LO(LO·LO·LO)MI	
(New) Combo Elbow Club	↓ K P P P	LO·HI·HI·HI	
Fake Bazooka	↓ K P P ↑ P	LO·HI·HI·MI	
Fake Spinning Heel	↓ K P P ↑ K	LO·HI·HI·MI	
Möbius Rush	↓ K P P K	LO·HI·HI·MI	
Tricky Beast	↓ K P K K K K	LO·HI(MI·MI·MI)MI	
Fury Beast	↓ K P K K K ↓ K	LO·HI(MI·MI·MI)LO	
Vulcan Knee Kick	↓ K P ↗ K	LO·HI·MI	
Fake Bazooka	↓ K P ↑ P	LO·HI·MI	
Fake Spinning Heel	↓ K P ↑ K	LO·HI·MI	
Devil's Rush	↓ K P → P P	LO·HI·MI·MI	
Genocide Rush	↓ K P → P K	LO·HI·MI·MI	BT
Devil's Tornado	↓ K P → P ↓ K	LO·HI·MI·LO	
Gatling Knee	↓ K P → K K	LO·HI·MI·MI	
Tropical Hurricane	↓ K P → K ↓ K	LO·HI·MI·LO	
Combo Knee Spin Middle	↓ K P → K H + K	LO·HI·MI·MI	
Low Kick, Straight - Sway	↓ K P ⇐	LO·HI-	Sway
Low Kick, Straight - Ducking	↓ K P ↓	LO·HI-	Ducking
Tricky Hound	↓ K P ↓ K ↓ K K K	LO·HI(LO·LO·LO)LO	
Fury Hound	↓ K P ↓ K ↓ K K ↘ K	LO·HI(LO·LO·LO)MI	
Mephisto Rush	↓ K K K K	LOMI·HI·MI	
Demon Rush	↘ K K K K K	MI(MI·MI·MI)MI	
Demon Shift	↘ K K K K ↓ K	MI(MI·MI·MI)LO	
Condor Flight	↘ ↘ K K	MI·HI	
Condor Dive	↘ ↘ K P	MI·MI	
Condor Dive - Ducking	↘ ↘ K P ↓	MI·MI-	Ducking
(New)Ostrich kick	↓ ↘ → K	MI	
Elbow Chop	P + K	MI	
Flying Knee Kick	→ P + K While running K	MI·HI	
Airwalk	→ → P + K While running P + K	MI	
Airwalk - Ducking	→ → P + K ↓ While running P + K ↓	MI-	Ducking
Windup Bazooka	← P + K Chargeable	MI	
Twister Uppercut	↘ P + K	MI	
Twister Uppercut - Ducking	↘ P + K ↓	MI-	Ducking
Funny Elbow	↙ P + K Chargeable	MI	
Funky Paradise	↙ P + K Chargeable	MI	
Cossack Kick	H + K	HI	
Spinning Middle Kick	→ H + K	MI	
Hunting Kick	→ → H + K	HI	
Zack Cyclone	→ → H + K K	HI	
Vertical Axe	← H + K	MI	BT
Zack Tornado	↓ H + K	LO	
Long Bazooka	↓ ↘ → H P	MI	
Fake Roll Sobat	↓ ↘ → H K	MI	
Sway Fist	While Swaying P	HI	
Tumbling Heel	While Swaying K K	MI·MI	
Crazy Headbutt	While Swaying P + K	MI	
Funky Roll	While Swaying → P + K While running P	MI	
Duck Smash	While Ducking P	HI	
Duck Hook - Sway	While Ducking → P ⇐	MI-	Sway
Double Duck Hook - Sway	While Ducking → P P ⇐	MI·MI-	Sway
Ducking Upper Combo	While Ducking → P P P	MI·MI·HI	
Triple Duck Hook - Sway	While Ducking → P P → P ⇐	MI·MI·MI-	Sway
Long Roll Uppercut	While Ducking → P P → P P	MI·MI·MI·HI	
Endless Zack Roll - Sway	While Ducking → P P → P → P ⇐	MI·MI·MI·MI-	Sway
Zack Roll Uppercut	While Ducking → P P → P → P P	MI·MI·MI·MI·HI	
Duck Knee	While Ducking K	MI	

(New)Hanuman Thawai Waen	While Ducking P + K	MI	
(New)Hanuman Thawai Waen – sway	While Ducking P + K ⇐	-	
Rolling Blast	During slide roll P	MI	
Rolling Low Spin	During slide roll K	LO	

■ Back-Facing Attacks

Name	Command	Height	Leads into
Turn Knuckle	P	HI	
Turn Elbow	← P	MI	
Turn Rolling Elbow	↖ P	HI	
Turn Low Knuckle	↓ P	LO	
Turn Heel Kick	K	HI	
Turn Uppercut Kick	← K	MI	
Turn Spinning Heel Kick	↖ K	MI	
Turn Low Spin Kick	↓ K	LO	

■ Throws

Name	Command	Height	Leads into
Wild Throw	T	High foe's front	
Knee Grab	→ T	High foe's front	
	While Ducking → T		
	While Swaying → T		
Knee Storm	→ → T	High foe's front	
Nightmare Stand	Near wall → → T	Wall	
Hard Rush	↘ ↘ T	High foe's front	
Splash Dunk	↓ ↙ ← T	High foe's front	
Fly Boarding	Near wall ↓ ↙ ← T	Wall	
holding neck	While Ducking T	High foe's front	
	While Swaying T		
Push Away	While holding neck T	Continuation	
Twist Around	While holding neck ← T	Continuation	
Twist Push	During twist around T	Continuation	
Leaping Knee	During twist around K	Continuation	
Gut Knee	While holding neck K	Continuation	
Push Away	During gut knee T	Continuation	
Twist Around	During gut knee ← T	Continuation	
Twist Push	During twist around T	Continuation	
Leaping Knee	During twist around K	Continuation	
Twist Knee	During gut knee K	Continuation	
Push Away	During twist knee T	Continuation	
Leaping Knee	During twist knee K	Continuation	
Twist Around	During twist knee ← T	Continuation	
Push Away	During twist around T	Continuation	
Leaping Knee	During twist around K	Continuation	
Neck Hunting	Behind foe T	High foe's back	
Violence Beat	Behind foe → T	High foe's back	
Beast Fang	To crouching foe ↓ T	Low foe's front	
Heart Breaker	To crouching foe ↙ T	Low foe's front	
Reverse Beast Fang	To crouching foe's back ↓ T	Low foe's Back	

■ Holds

Name	Command	Height	Leads into
Octopus Blow	Against foe's high punch ↖ H	High P	
Slash Elbow	Against foe's high kick ↖ H	High K	
Cross Bazooka	Against foe's mid punch ← H	Middle P	
Heel Edge	Against foe's mid kick → H	Middle K	
Funky Elbow	Against foe's low punch ↙ H	Low P	
Dust Stamp	Against foe's low kick ↙ H	Low K	
Air Dunk	Against foe's jumping punch ← H	Jump P	
Double Hold Bash	Against foe's jumping kick → H	Jump K	

■ Ground Attacks

Name	Command	Height	Leads into
Wild Heel	↓ K	-	
Foot Stamp	↑ P + K	-	
Stepping Wave	↑ P + K ↔ 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	
Spring Heel	Lying face up with feet towards foe H + K · K	MI · MI	
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
Sway	← P	-	
Ducking	↓ P + K	-	
Sway - Ducking	While Swaying ↓	-	Ducking
Ducking - Sway	While Ducking ←	-	Sway
Ducking - Slide Roll	While Ducking ↑	-	
	While Ducking ↓	-	
Fake Out	← P + K · H	-	
Fake Roll	↓ ↘ → H	-	Fake
Taunt:	A P L	-	
Taunt:	→ A P L	-	
Taunt:	← A P L	-	
Wave	↑ A P L	-	
Vertical Wave	↑ A P L · A P L	-	
Spiral	↑ A P L · A P L · A P L	-	
Taunt:	↘ A P L	MID P	
Taunt:	↓ A P L	-	
Zero Gravity	↙ A P L	-	
Funky Fake	↘ K K K K P + K	-	
	P P K K K P + K	-	
	→ P K K K P + K	-	
	↓ K ↓ K K K P + K	-	
	P P ↓ K K K P + K	-	