

Jake's Moves

Roundhouse Kick	=	B+K
2x Punch + Kick	=	f,b,P
Head Butt	=	f,F+P
Face Pounder (Up Close)	=	f,f,P
Ear Slap	=	u+p
Forward Kick	=	F+K
Spinning Back Punch	=	b,P
Shoulder Charge	=	F+P
Heavy Punch	=	D+P
Grab 'n' Knee (Up Close)	=	f,B+K
Pick-up Throw	=	f,D+P
Twisting Uppercut	=	b,F+P

Combo's

Hop Attack Punch to Roundhouse Sweep	=	u/f,P -> D+K
Roundhouse Kick to Combo Kick	=	B+K -> F+K
Spinning Back Punch to Combo	=	b,P -> F+P
Roundhouse Kick to Head Butt	=	B+K -> F+P
Shoulder Charge to 2x Punch + Kick Combo	=	F+P -> B/D+P
Shoulder Charge to Spinning Back Punch	=	F+P -> B+P
Shoulder Charge to Roundhouse Sweep	=	F+P -> D+K
Hop Attack Kick to Roundhouse Kick	=	u/f,k -> K
Shoulder Charge to Twisting Uppercut to	=	F+P -> D+P -> B+K

Roundhouse Sweep

Bloodlust Move

Face Smash and
Back Break = u+k

Kwondo's Move List

Neck Grab = F+P (when in range)

Big Punch = D+P

Uppercut = D/F+P (from Crouch)

Grab n Knee = d,K (when in range, from stand)

Grab n Knee X3 = d,F+K (when in range, from stand)

Double Uppercut = f,f,P

Elbow Charge = F/D+P

Headbutt = U+P

Plasma Blast = d,F+P (release punch to fire it)

Plasma Throw = B+K (when in range)

Roundhouse Kick = b,K

Forward Kick = F+K

Toss Throw = U+F+P (When in range)

Bloodlust Move

Gun Happy = u+k (When in range.)