

THE KING OF FIGHTERS 2002 - Command List

JAPAN TEAM	KYO KUSANAGI	
	Fire Ball	→↓↘ + LP or SP
	427 Torment Trigger	→↘↓↙← + LK or SK
	Wicked Chew	↓↘→ + LP
	Poison Bite 105	↓↘→ + SP
	Serpent Wave	↓↙←↙↓↘→ + LP or SP
	BENIMARU NIKAIDO	
	Cutdown Kick	↓↘→ + LK or SK
	Thundergod Clap	↓↘→ + LP or SP
	Benimaru Corridor	Near opponent, →↘↓↙←↔ + LP or SP
	Mind Trick Hurricane	↓↙←↓↙← + LK or SK
	Lightning Flash Punch	↓↘→↓↘→ + LP & SP together
	GORO DAIMON	
	Minelayer	→↓↘ + LP or SP
	Return to Heaven	Near opponent, →↘↓↙←↔ + LP or SP
Super Cutdown	Near opponent, →↓↘ + LK or SK	
Reverse Slam	→↘↓↙←↔ + LK or SK	
Heaven-to-Hell Drop	Near opponent, (→↘↓↙←) x 2 + LP or SP	

FATAL FURY TEAM	TERRY BOGARD	
	Power Wave	↓↘→ + LP
	Burning Knuckle	↓↙← + LP or SP
	Power Dunk	→↓↘ + LK or SK
	High Angle Geyser	↓↘→↓↘→ + LK or SK
	Power Geyser	↓↙←↙→ + LP & SP together
	ANDY BOGARD	
	Slicing Illusion Thrust	↙→ + LP or SP
	Dragon Blast	→↓↘ + LP or SP
	Wall of Pain	Near opponent, ←↙↓↘→ + LP or SP
	Slicing Comet Punch	↓↙←↙↓↘→ + LP or SP
	Ultra Disruptor	↓↙←↙→ + LK & SK together
	JOE HIGASHI	
	Hurricane Upper	←↙↓↘→ + LP or SP
	Tiger Kick	→↓↘ + LK or SK
Golden Heel	↓↙← + LK or SK	
Golden Tiger Kick	↓↘→↗ + LK or SK	
Screw Upper	↓↘→↓↘→ + LP & SP together	

KOREA TEAM	KIM KAPHWAN	
	Swooper Kick	During jump, ↓↘→ + LK or SK
	Legs of Conquest	↓↓ + LK or SK
	Crescent Moon Slicer	↓↙← + LK or SK
	Phoenix Kick	↓↙←↘→ + LK or SK
	Aerial Phoenix Kick	During jump, ↓↙←↘→ + LK & SK together
	CHANG KOEHAN	
	Major Sphere Swing	LP or SP tapped repeatedly
	Breaker Ball	← briefly, then → + LP or SP
	Bamming Drum	←↙↓↘→ + LK or SK
	Wild Ball	↓↘→↘↓↙← + LP or SP
	Sphere of Supremacy	↓↘→↓↘→ + LP & SP together
	CHOI BOUNGE	
	Tornado Slicer	↓ briefly, then ↑ + LP or SP
	Whirlwind Monkey Slash]	← briefly, then → + LP or SP
Swooper Kick	During jump, ↓↘→ + LK or SK	
True! Slicing Cyclone Slash	(→↘↓↙←) x 2 + LP or SP	
Phoenix Talons	↓↘→↘↓↙← + LK & SK together	

PSYCHO SOLDIER TEAM	ATHENA ASAMIYA	
	Psycho Ball Attack	↓↙← + LP or SP
	Psycho Sword	→↓↘ + LP or SP
	Psycho Reflector	↓↙← + LK
	Shining Crystal Bit	(→↘↓↙←) x 2 + LP or SP
	Psychic 9	→↘↓↙←↔ + LP & SP together
	SIE KENSOU	
	Super Sphere	↓↙← + LP or SP
	Dragon Skull Buster	←↓↙ + LK or SK
	Boring Projectile	↓↘→ + LK or SK
	Holy Serpent Kick	↓↘→↘↓↙← + LK
	Ascetic Outburst	Near opponent, ↓↘→↓↘→ + LP & SP together
	CHIN GENTSAI	
	Gourd Blast	↓↙← + LP or SP
	Moon Madness	↓↓ + LK or SK
Goblet Gouge	←↓↙ + LP or SP	
Inferno Summons	↓↘→↘↓↙← + LP or SP	
Brimstone Blast	↓↘→↓↘→ + LP & SP together	

IKARI TEAM	LEONA	
	Moon Slasher	↓ briefly, then ↑ + LP or SP
	Baltic Launcher	← briefly, then → + LP or SP
	X-Calibur	During jump, ↓↙← + LP or SP
	Rebel Spark	↓↙↘↓↘→ + LK or SK
	V Slasher	During jump, ↓↘→↘↓↙← + LP & SP together
	RALF	
	Gatling Attack	← briefly, then → + LP or SP
	Vulcan Punch	LP or SP tapped repeatedly
	Ralf Kick	→↘↓↙← + LK
	Bareback Vulcan Punch	↓↙↘↓↘→ + LK or SK
	Vicious Vulcan Punch	↓↘→↘↓↙← + LP & SP together
	CLARK	
	Super Argentine Back Breaker	Near opponent, ←↙↓↘→ + LK or SK
	Napalm Stretch	→↓↘ + LP or SP
Shining Wizard	→↘↓↙← + LP or SP	
Running Three	Near opponent, (←↙↓↘→) x 2 + LK or SK	
Ultra-Argentine Back Breaker	Near opponent, (→↘↓↙←) x 2 + LP & SP together	

ART OF FIGHTING TEAM	RYO SAKAZAKI	
	Tiger Blast	→↓↘ + LP or SP
	Shrike Gale	→↘↓↙← + LK or SK
	Whiplash Blast	→←→ + LP or SP
	Conquering Crunch	→←↙↓↘→ + LP or SP
	Furious Fandango	↓↘→ + LP & SP together
	ROBERT GARCIA	
	Dragon Assault	↓↘→ + LP or SP
	Dragon Fang	→↓↘ + LP or SP
	Spirit Dribble	→←→ + LK or SK
	Dorsal Spike Slash	↓↘→↓↘→ + LK or SK
	Furious Fandango	↓↘→↘↓↙← + LP & SP together
	TAKUMA SAKAZAKI	
	Tiger Flash Blast	↓↘→ + LP or SP
	Shrike Gale	→↘↓↙← + LK or SK
Wild Tiger Chiseler	↓↙← + LP or SP	
True Demon God Attack	Near opponent, ↓↘→↓↘→ + LP or SP	
Furious Fandango	↓↘→↘↓↙← + LP & SP together	

MAI SHIRANUI

Dragon Flame Romp	↓↙← + LP or SP
Folding Fan Fandango	↓↘→ + LP or SP
Deadly Ninja Bees	←↙↓↘→ + LK or SK
Blossom Storm	↓↘→↓↘→ + LP or SP
Super Deadly Ninja Bees	↓↙←↙↓↘→ + LK & SK together

YURI SAKAZAKI

Tiger Flash Blast	↓↘→ + LP or SP
Crushing Wave	↓↙← + LP or SP
Yuri's Super Upper	→↓↘ + LP or SP
Rising Phoenix Kick	↓↘→↘↓↙← + LK or SK
Hardcore Super Upper	↓↘→↓↘→ + LK & SK together

MAY LEE (STANDARD) TRANSFORM: LP & SP & LK together

1 Lightning Needle	↓↘→ + LK or SK
2 Spinning Edge	LK or SK after 1
Dinosaur's Footprint	During 1 or 2, ↓ + LK or SK
Swordfish	During 1 or 2, ↘ + LK or SK
Heavenly Tinkle Bells	↓↙←↓↙← + LK or SK

MAY LEE (HERO) TRANSFORM: LP & SP & LK together

Full Swing Chop	↓↘→ + LP or SP
May Lee Chop	↓↙← + LP or SP
May Lee Break	Near opponent, →↘↓↙←→ + LP or SP
Dynamic May Lee	During jump, ↓↘→↓↘→ + LP or SP
May's Finisher	↓↘→↓↘→ + LP & SP together

KOF '96 TEAM	IORI YAGAMI	
	Fire Ball	→↓↘ + LP or SP
	Exorcism	↓↘→ + LP or SP
	Blue Blossom	(↓↙← + LP or SP) x 3
	Crescent Moon Crunch	→↘↓↙← + LK or SK
	Rage of 8 Maidens	↓↘→↘↓↙← + LP or SP
	MATURE	
	Despair	↓↘→ + LP or SP
	Sacrilege	→↓↘ + LP or SP
	Metal Massacre	↓↙← + LK or SK
	Heaven's Gate	↓↙←↙↓↘→ + LK or SK
	Nocturnal Lights	↓↘→↓↘→ + LP & SP together
	VICE	
	Gore Fest	Near opponent, →↘↓↙←↔ + LP or SP
	Decide	←↙↓↘→ + LK or SK
Mayhem	↓↙← + LP or SP	
Withering Surface	↓↘→↓↘→ + LP or SP	
Negative Gain	Near opponent, (→↘↓↙←) x 2 + LK & SK together	

KOF '97 TEAM	RYUJI YAMAZAKI	
	Sado-Maso	←↙↓↘→ + LK or SK
	Judgment of the 7-Headed Serpent	→↓↘ + LP or SK
	Sand Sweeper	→↓↘ + SK
	Guillotine	↓↘→↓↘→ + LP or SP
	Drill	Near opponent, (→↘↓↙←) x 2 + LP & SP together
	BLUE MARY	
	Straight Slicer	← briefly, then → + LK or SK
	Vertical Arrow	→↓↘ + LK or SK
	Real Counter	↓↙← + LP or SP
	M. Splash Rose	↓↘→↘↓↙← + LP or SP
	M. Dynamite Swing	LP & LP & ← & LK & SP together
	BILLY KANE	
	Soaring Crackdown Cane	→↓↘ + LK or SK
	Mid-Section Club Cruncher	←↙↓↘→ + LP or SP
Dropping Sparrow	↓↙← LP or SP	
Super Fire Wheel	↓↘→↘↓↙← + LP or SP	
Mighty Whirlwind	↓↘→↓↘→ + LP & SP together	

KOF '98 TEAM	YASHIRO NANAKASE	
	Upper Duel	→↓↘ + LP or SP
	Jet Counter	←↙↓↘→ + LP or SP
	Sledgehammer	↓↙← + LK or SK
	Final Impact	↓↘→↓↘→ + LP or SP
	Final Impact	↓↘→↓↘→ + LP & SP together
	SHERMIE	
	Shermie Spiral	Near opponent, ←↙↓↘→ + LP or SP
	Shermie Whip	↓↙← + LP or SP
	D Cuppitude	→↘↓↙←→ + LP or SP
	Shermie Flash	Near opponent, (→↘↓↙←) x 2 + LP or SP
	Shermie Carnival	Near opponent, (←↙↓↘→) x 2 + LP & SP together
	CHRIS	
	Hunting Air	→↓↘ + LK or SK
	Slide Touch	↓↘→ + LP or SP
Glider Stomp	Near opponent, ↓↘→ + LK or SK	
Chain Slide Touch	↓↘→↓↘→ + LP or SP	
Twister Drive	↓↙←↓↙← + LK & SK together	

KOF'99 TEAM	K'	
	Iron Trigger	↓↘→ + LP or SP
	Crow Bites	→↓↘ + LP or SP
	Minutes Spike	↓↙← + LK or SK
	Heat Drive	↓↘→↓↘→ + LP or SP
	Chain Drive	↓↘→↘↓↙← + LP & SP together
	MAXIMA	
	M4 Vapor Cannon	↓↙← + LP or SP
	M11 Dangerous Arch	Near opponent, ←↙↓↘→ + LK or SK
	System 1-2: Maxima Scramble	↓↘→ + LP or SP
	Bunker Buster	↓↘→↘↓↙← + LP or SP
	Maxima Revenger	Near opponent, (→↘↓↙←) x 2 + LK & SK together
	WHIP	
	Boomerang Shot	←↙↓↘→ LP or SP
	Hook Shot	During jump, ↓↙← + LP or SP
Strength Shot Type A	→↘↓↙← + LP	
Sonic Slaughter	↓↙←↙↓↘→ + LP or SP	
Sonic Slaughter	↓↙←↙↓↘→ + LP & SP together	

VANESSA	
Machine Gun Puncher	←↙↓↘→ + LP or SP repeatedly
Forward Puncher Vision	↓↘→ + LK or SK
Forbidden Eagle	→↓↘ + LP
Champion Puncher	Near opponent, ↓↘→↓↘→ + LP or SP
Crazy Puncher	↓↙←↙↓↘→ + LP & SP together
SETH	
Rising Sun	↓↘→ + LP or SP
Tripper	↓↓ + LP or SP
Bow Moon	→↘↓↙← + LK or SK
Two-Fisted Sun	↓↘→↓↘→ + LP or SP
7 Flash Torso Grab	↓↘→↘↓↙← + LP & SP together
RAMON	
Tiger Neck Chancellery	Near opponent, ←↙↓↘→ + LP or SP
Rolling Sobat	→↓↘ + LK or SK
Somersault	←↙↓↘→ + LK or SK
El Diablo Amarillo Ramon	↓↙←↙↓↘→ + LK or SK
Tiger Spin	Near opponent, (→↘↓↙←) x 2 + LP & SP together

KULA DIAMOND	
Diamond Breath	↓↘→ + LP or SP
Crow Bites	→↓↘ + LP or SP
Ray Spin	↓↙← + LK or SK
Diamond Edge	↓↘→↓↘→ + LP or SP
Freeze Execution	(→↘↓↙←) x 2 + LP & SP together
K9999	
Get Out of My Sight!	↓↘→ + LP or SP
Split!	→↓↘ + LP or SP
Shatter!	↓↙← + LK or SK
Moon...	↙→↘↓↙←↘ + LP or SP
Power...Losing Control!...Yah!	↓→↘ + LP & SP & LK & SK together
ANGEL	
Red Sky of Yaponesia	→↘↓↙← + LK or SK
Formalist Blue	↘ + LK
Beyond the Flames	←↙↓↘→ + LK or SK
Loyalty Test for the Liberalists	←→↓↘ + LP or SP (*1)
Wind's Fairground	←→↓↘ + LK & SK together (*2)
*1: Enter during the Unchained Circle move. *2: Enter in conjunction with opponent's ground attack.	

OMEGA RUGAL		
BOSS	Gale Fist	↓↘→ + LP or SP
	Genocide Cutter	→↓↘ + LK or SK
	Kaiser Wave	→←↙↓↘→ + LP or SP
	Gigantic Pressure	↓↘→↘↓↙← + LP or SP
	Omega Destruction	↓↘→↓↘→ + LK & SK together