KOF XV / MOVE DECK

IORI / YASHIRO / KROHNEN

PLAYSTATION

Facing right • reverse left/right when facing left

□ **Light punch** × **Light kick** △ **Heavy punch** ○ **Heavy kick**

/ = either button + = simultaneous , = follow-up

Iori Yagami

SPECIAL MOVES	
Yamibarai	↓↘→ + □/△
Oniyaki	→↓↘ + □/△
Aoibana (repeat ×3)	↓↙← + □/△
Kototsuki In	→↘↓↙← + ×/○
Kuzukaze (close)	→↘↓↙←→ + □/△
Tsumakushi	→↓↘ + ×/○
SUPERS & CLIMAX	
Yaotome	↓↘→↘↓↙← + □/△
Saika (during Yaotome)	↓↘→↓↘→ + □+△
Yashiori (hold OK)	↓↙←↙↓↘→ + □/△
Hozuki	↓↙←↙↓↘→ + △+○
COMMAND MOVES	
Yumebiki	→ + □, □
Shinigami	→ + ×
Yuriori (air)	← + ×
THROWS (CLOSE)	
Sakahagi	←/→ + △
Kanyarai	←/→ + ○

Yashiro Nanakase

SPECIAL MOVES	
Missile Might Bash	↓↙← + □/△
Upper Duel	→↓↘ + □/△
Jet Counter	←↙↓↘→ + □/△
Jet Counter Still (follow-up)	↓↘→ + □/△
Sledgehammer	↓↙← + ×/○
SUPERS & CLIMAX	
Final Impact (hold OK)	↓↘→↓↘→ + □/△
Variable Bash Stream	↓↘→↓↘→ + ×/○
Ultimate Billion Bash	↓↙←↙↓↘→ + △+○
COMMAND MOVES	
Regret Bash	→ + □
Step Side Kick	→ + ×
THROWS (CLOSE)	
Liver Blow	←/→ + △
Hatchet Throw	←/→ + ○

Jet Counter Still follows Jet Counter.

Krohnen McDougall

SPECIAL MOVES	
Blaze Thrower	↓↘→ + □/△
Heat Shield	→↓↘ + □/△
Strike Slash	↓↙← + ×/○
SUPERS & CLIMAX	
Infernal Prominence	↓↘→↓↘→ + □/△
Fusion Blaster	↓↘→↓↘→ + ×/○
Calamity Overdrive	↓↙←↙↓↘→ + △+○
COMMAND MOVES	
Spiral Smash	→ + □
Emergency Slide	↘ + ○
THROWS (CLOSE)	
Front Crash	←/→ + △
Backstab	←/→ + ○

MAX Fusion Blaster can be held.

UNIVERSAL CONTROLS

Meter costs outside MAX mode

Run	→→	Roll forward	→ + □+× / □+×	MAX / Quick MAX (2 bars)	×+△
Backdash	←←	Roll backward	← + □+×	Shatter Strike (1 bar)	↓↘→ + △+○
Guard (hold standing / low)	←/↙	Recovery (on landing)	□+×	Advance Strike (0.5 bar)	↓↙← + △+○
Jump / hop	↖/↑/↗	Blow Back	△+○	EX special (½ bar)	□+△ **or** ×+○

RUSH: close, □ ×3 then □ (best available), × (special), △ (super), ○ (MAX super).

EX ½ bar: use both punches or both kicks with special motion. Super 1 bar • MAX super 2 bars (both punches/kicks) • Climax 3 bars.

Saika is a follow-up to normal Yaotome. Regular Yashiro only. Default face-button layout; custom bindings may differ.

References: SNK battle manual • DashFight Iori • ROBKOF Yashiro / Krohnen

SNK command list

KOF XV / MOVE DECK

IORI / YASHIRO / KROHNEN

XBOX / STEAM

Facing right • reverse left/right when facing left

X Light punch **A Light kick** **Y Heavy punch** **B Heavy kick**

/ = either button + = simultaneous , = follow-up

Iori Yagami

SPECIAL MOVES	
Yamibarai	↓↘→ + **X/Y**
Oniyaki	→↓↘ + **X/Y**
Aoibana (repeat ×3)	↓↙← + **X/Y**
Kototsuki In	→↘↓↙← + **A/B**
Kuzukaze (close)	→↘↓↙←→ + **X/Y**
Tsumakushi	→↓↘ + **A/B**
SUPERS & CLIMAX	
Yaotome	↓↘→↘↓↙← + **X/Y**
Saika (during Yaotome)	↓↘→↓↘→ + **X+Y**
Yashiori (hold OK)	↓↙←↙↓↘→ + **X/Y**
Hozuki	↓↙←↙↓↘→ + **Y+B**
COMMAND MOVES	
Yumebiki	→ + **X, X**
Shinigami	→ + **A**
Yuriori (air)	← + **A**
THROWS (CLOSE)	
Sakahagi	←/→ + **Y**
Kanyarai	←/→ + **B**

Yashiro Nanakase

SPECIAL MOVES	
Missile Might Bash	↓↙← + **X/Y**
Upper Duel	→↓↘ + **X/Y**
Jet Counter	←↙↓↘→ + **X/Y**
Jet Counter Still (follow-up)	↓↘→ + **X/Y**
Sledgehammer	↓↙← + **A/B**
SUPERS & CLIMAX	
Final Impact (hold OK)	↓↘→↓↘→ + **X/Y**
Variable Bash Stream	↓↘→↓↘→ + **A/B**
Ultimate Billion Bash	↓↙←↙↓↘→ + **Y+B**
COMMAND MOVES	
Regret Bash	→ + **X**
Step Side Kick	→ + **A**
THROWS (CLOSE)	
Liver Blow	←/→ + **Y**
Hatchet Throw	←/→ + **B**

Jet Counter Still follows Jet Counter.

Krohnen McDougall

SPECIAL MOVES	
Blaze Thrower	↓↘→ + **X/Y**
Heat Shield	→↓↘ + **X/Y**
Strike Slash	↓↙← + **A/B**
SUPERS & CLIMAX	
Infernal Prominence	↓↘→↓↘→ + **X/Y**
Fusion Blaster	↓↘→↓↘→ + **A/B**
Calamity Overdrive	↓↙←↙↓↘→ + **Y+B**
COMMAND MOVES	
Spiral Smash	→ + **X**
Emergency Slide	↘ + **B**
THROWS (CLOSE)	
Front Crash	←/→ + **Y**
Backstab	←/→ + **B**

MAX Fusion Blaster can be held.

UNIVERSAL CONTROLS

Meter costs outside MAX mode

Run	→→	Roll forward	→ + **X+A / X+A**	MAX / Quick MAX (2 bars)	**A+Y**
Backdash	←←	Roll backward	← + **X+A**	Shatter Strike (1 bar)	↓↘→ + **Y+B**
Guard (hold standing / low)	←/↙	Recovery (on landing)	**X+A**	Advance Strike (0.5 bar)	↓↙← + **Y+B**
Jump / hop	↖/↑/↗	Blow Back	**Y+B**	EX special (½ bar)	**X+Y or A+B**

RUSH: close, X ×3 then X (best available), A (special), Y (super), B (MAX super).

EX ½ bar: use both punches or both kicks with special motion. Super 1 bar • MAX super 2 bars (both punches/kicks) • Climax 3 bars.

Saika is a follow-up to normal Yaotome. Regular Yashiro only. Default face-button layout; custom bindings may differ.

References: SNK battle manual • DashFight Iori • ROBKOF Yashiro / Krohnen

SNK command list

Kyo Kusanagi

Square = light punch Cross = light kick Triangle = heavy punch Circle = heavy kick

Facing right. Reverse left and right when facing left. "Or" means either button.

SPECIAL MOVES

100 Shiki • Oniyaki	→ ↓ ↘ + □ or △
R.E.D. Kick	← ↓ ↙ ← + ✕ or ○
75 Shiki • Kai	↓ ↘ → + ✕ or ○
114 Shiki • Aragami	↓ ↘ → + □
115 Shiki • Dokugami	↓ ↘ → + △
212 Shiki • Kototsuki Yo	→ ↘ ↓ ↙ ← + ✕ or ○

SUPERS & CLIMAX

Ura 108 Shiki • Orochinagi	↓ ↙ ← ↙ ↓ ↘ → + □ or △
182 Shiki	↓ ↘ → ↓ ↘ → + □ or △
Ura 1212 Shiki • Yakumo	↓ ↙ ← ↙ ↓ ↘ → + △ + ○

COMMAND MOVES

Ge-Shiki • Gofu Yo	→ + ✕
88 Shiki	↘ + ○
Ge-Shiki • Naraku Otoshi While airborne	↓ + △

THROWS (CLOSE)

Hatsugane At close range	← / → + △
Issetsu Seoi Nage At close range	← / → + ○

FOLLOW-UPS

75 Shiki • Kai (Follow Up) During normal 75 Shiki • Kai	✕ or ○
128 Shiki • Konokizu After Aragami	↓ ↘ → + □ or △
125 Shiki • Nanase After Konokizu	✕ or ○
127 Shiki • Yanosabi ① After Konokizu	□ or △
127 Shiki • Yanosabi ② After Aragami	→ ↘ ↓ ↙ ← + □ or △
212 Shiki • Kototsuki Yo After Yanosabi ②	→ ↘ ↓ ↙ ← + ✕ or ○
Ge-Shiki • Migari Ugachi After Yanosabi ②	□ or △
124 Shiki • Munotsuchi After Aragami	→ ↘ ↓ ↙ ← + ✕ or ○
427 Shiki • Hikigane After Munotsuchi	✕ or ○
Ge-Shiki • Tsurubeotoshi After Munotsuchi	□ or △
401 Shiki • Tsumiyomi After Dokugami	→ ↘ ↓ ↙ ← + □ or △
402 Shiki • Batsuyomi After Tsumiyomi	→ + □ or △
100 Shiki • Oniyaki After Batsuyomi	→ ↓ ↘ + □ or △

METERLESS BEGINNER COMBO

Low kicks into Oniyaki ↓ + ✕ then ✕ then → ↓ ↘ + △

Start close. Release down for the second kick, then cancel into heavy Oniyaki.

Kyo Kusanagi

X = light punch A = light kick Y = heavy punch B = heavy kick

Facing right. Reverse left and right when facing left. "Or" means either button.

SPECIAL MOVES

100 Shiki • Oniyaki	→ ↓ ↘ + X or Y
R.E.D. Kick	← ↓ ↙ ← + A or B
75 Shiki • Kai	↓ ↘ → + A or B
114 Shiki • Aragami	↓ ↘ → + X
115 Shiki • Dokugami	↓ ↘ → + Y
212 Shiki • Kototsuki Yo	→ ↘ ↓ ↙ ← + A or B

SUPERS & CLIMAX

Ura 108 Shiki • Orochinagi	↓ ↙ ← ↙ ↓ ↘ → + X or Y
182 Shiki	↓ ↘ → ↓ ↘ → + X or Y
Ura 1212 Shiki • Yakumo	↓ ↙ ← ↙ ↓ ↘ → + Y + B

COMMAND MOVES

Ge-Shiki • Gofu Yo	→ + A
88 Shiki	↘ + B
Ge-Shiki • Naraku Otoshi While airborne	↓ + Y

THROWS (CLOSE)

Hatsugane At close range	← / → + Y
Issetsu Seoi Nage At close range	← / → + B

FOLLOW-UPS

75 Shiki • Kai (Follow Up) During normal 75 Shiki • Kai	A or B
128 Shiki • Konokizu After Aragami	↓ ↘ → + X or Y
125 Shiki • Nanase After Konokizu	A or B
127 Shiki • Yanosabi (1) After Konokizu	X or Y
127 Shiki • Yanosabi (2) After Aragami	→ ↘ ↓ ↙ ← + X or Y
212 Shiki • Kototsuki Yo After Yanosabi (2)	→ ↘ ↓ ↙ ← + A or B
Ge-Shiki • Migari Ugachi After Yanosabi (2)	X or Y
124 Shiki • Munotsuchi After Aragami	→ ↘ ↓ ↙ ← + A or B
427 Shiki • Hikigane After Munotsuchi	A or B
Ge-Shiki • Tsurubeotoshi After Munotsuchi	X or Y
401 Shiki • Tsumiyomi After Dokugami	→ ↘ ↓ ↙ ← + X or Y
402 Shiki • Batsuyomi After Tsumiyomi	→ + X or Y
100 Shiki • Oniyaki After Batsuyomi	→ ↓ ↘ + X or Y

METERLESS BEGINNER COMBO

Low kicks into Oniyaki ↓ + A then A then → ↓ ↘ + Y

Start close. Release down for the second kick, then cancel into heavy Oniyaki.