





# Killer Instinct Gold (Quick Reference Card)

## MAYA

MOVE NAME	KEY COMBINATION	NOTE
Basic	□□ - □	Pop up
Large Strike	□□ - □□	Link & Perry Special
Big Hit	□□ - □□	Link
Big Strike	□□ - □	Jump in air
Jump Jump	□□ - □	
Jump Jump	□□ - □□	
Side Kick	□□ - □	Pop up
Big Strike	□□ - Jay's Hit	
Basic	□ - □	
Reverse Throw	□ - □	In an opponent's throw zone
Perry Move	□ - Hold □	
Pressure Move	□ □	
Breaker	□□ - □ □	
Also Breaker	□□□□□□ - □	Requires 4 Super for Break
Also Break	□□ - □	
Also	□□□□□□ - □	
Also	□□□□□□ - □	
3 Combo (Shove)	□□□□□□ - □	
Super Jump	□□□□□□ - □	Requires 1 Super for Break, Link
Super Jump Strike	□□□□□□ - □	Requires 1 Super for Break, Link
Double Kick	□□□□□□ - □	Requires 2 Super for Break
Super Jump Jump	□□□□□□ - □	Requires 4 Super for Break
1st Special 1	Hold □ - □	
1st Special 2	Basic - □	
1st Special 3	Jump Jump - □	
1st Special 4	Jump Jump - □	
1st Special 5	□□ - □	After last 4 combos



## GLACIUS

MOVE NAME	KEY COMBINATION	NOTE
1st Special	□□□ - □	Link
Big Hit	□□□ - □	
Jump in & Pressure	□□□ - □	Link & Perry Special
Jump in in air	□□□ - Jay's Hit	Roll Jump
Jump in	□□□ - □	
Jump in & Pressure	□□□ - □□ - □	Pop up
Big Strike	□□□ - □	Pop up
Big Strike	□□□ - Jay's Hit	
Basic	□ - □	
Reverse Throw	□ - □	In an opponent's throw zone
Perry Move	□ - Hold □	
Pressure Move	□ □	
Breaker	□□ - □ □	
Also Breaker	□□□□□□ - □	Requires 4 Super for Break
Also Break	□□ - □	
Also	□□□□□□ - □	
Also	□□□□□□ - □	
3 Combo (Shove)	□□□□□□ - □	
Super Jump	□□□□□□ - □	
Super Jump	□□□□□□ - □	Requires 1 Super for Break, Link
Super Jump Strike	□□□□□□ - □	Requires 1 Super for Break, Link
Super Jump & Pressure	□□□□□□ - □	Requires 2 Super for Break
Super Kick Kick	□□□□□□ - □	Requires 4 Super for Break
1st Special 1	Big Hit - □	
1st Special 2	Jump in - □	
1st Special 3	Big Strike - □	
1st Special 4	Big Strike - □	
1st Special 5	□□ - □	After last 4 combos



## B. ORCHID

MOVE NAME	KEY COMBINATION	NOTE
Big Hit	□□□ - Jay's Hit	□□□ Link
Big	□□□ - □	Link & Perry Special
Big Hit	□□□ - Jay's Hit	All Link
Roll Jump	□□□ - Jay's Hit	
Roll	□□□ - □	
Big Strike	□□□ - □	
Big Strike	□□□ - Jay's Hit	Pop up
Basic	□ - □	
Reverse Throw	□ - □	In an opponent's throw zone
Perry Move	□ - Hold □	
Pressure Move	□ □	
Breaker	□□ - □ □	
Also Breaker	□□□□□□ - □	Requires 4 Super for Break
Also Break	□□ - □	
Also	□□□□□□ - □	
Also	□□□□□□ - □	
3 Combo (Shove)	□□□□□□ - □	
Super Jump	□□□□□□ - □	
Super Hit	□□□□□□ - □	Requires 1 Super for Break, Link
Super Hit	□□□□□□ - □	Requires 1 Super for Break, Link
1st Special 1	Roll Jump - □	
1st Special 2	Big Hit - □	
1st Special 3	Big - □	
1st Special 4	Super Hit - □	
1st Special 5	□□ - □	After last 4 combos



## TJ COMBO

MOVE NAME	KEY COMBINATION	NOTE
1st Special	□ Charge □ - □	Pop up
Roll Strike	□ Charge □ - □	Link & Perry Special
Roll	□ Charge □ - □	
Roll Strike	□ Charge □ - □	Pop up
Big Strike	□□□□□□ - □	Roll Jump
Roll	□ Charge □ - □	Also Link
Roll Strike	□ Charge □ - □	Pop up
Roll	Hold □ - □	Hold □ - □
Pressure Move	□ Charge □ - □	In an opponent's throw zone
Perry Move	□ - Hold □	
Pressure Move	□ □	
Breaker	□□ - □ □	
Also Breaker	□□□□□□ - □	Requires 4 Super for Break
Also Break	□□ - □	
Also	□□□□□□ - □	
Also	□□□□□□ - □	
3 Combo (Shove)	□□□□□□ - □	
Super Hit	□□□□□□ - □	Requires 1 Super for Break, Link
Super Strike	□□□□□□ - □	Requires 1 Super for Break, Link
Double Kick	□□□□□□ - □	Requires 2 Super for Break
Super Strike	□□□□□□ - □	Requires 4 Super for Break
1st Special 1	Roll - □	
1st Special 2	Roll Strike - □	
1st Special 3	Roll - □	
1st Special 4	□ Charge - □	
1st Special 5	□ Charge - □	After last 4 combos



## SABREWOLF

MOVE NAME	KEY COMBINATION	NOTE
Basic	□□ - □	Link
Big Hit	□□ - □	Perry Special
Big Hit	□□ - □	Link
Big Strike	□□ - □	Roll □ - □
Big Hit	□□ - □	Pop up
Big Strike	□□ - □	Roll □ - □
Big Hit	□□ - □	Pop up
Big Strike	□□ - □	Pop up
Also Breaker	□□□□□□ - □	Requires 4 Super for Break
Also Break	□□ - □	
Also	□□□□□□ - □	
Also	□□□□□□ - □	
3 Combo (Shove)	□□□□□□ - □	
Super Hit	□□□□□□ - □	Requires 1 Super for Break, Link
Super Hit	□□□□□□ - □	Requires 1 Super for Break, Link
Super Hit	□□□□□□ - □	Requires 1 Super for Break
Super Hit	□□□□□□ - □	Requires 1 Super for Break
Super Hit	□□□□□□ - □	Requires 4 Super for Break
1st Special 1	Big Hit - □	
1st Special 2	Big Hit - □	
1st Special 3	Big Hit - □	
1st Special 4	Big Hit - □	
1st Special 5	□□ - □	After last 4 combos



## SPINAL

MOVE NAME	KEY COMBINATION	NOTE
Basic	□□□ - □	Link
Roll Strike	□□□ - □	Link, Pop up
Roll Strike	□ - □	Pop up
Roll	□□□ - □	
Roll	□□□ - □	
Roll	□□□ - □	
Roll	□□□ - Jay's Hit	Requires 1 Super
Roll	□ - □	
Roll	□□□ - □	Requires 1 Super for Break
Roll	□□□ - □	Requires 1 Super for Break
Roll	□□□ - Jay's Hit	Requires 1 Super
Roll	□□□ - □	
Roll	□ - □	
Reverse Throw	□ - □	In an opponent's throw zone
Perry Move	□ - □	
Pressure Move	□ □	
Breaker	□□□ - □ □	
Also Breaker	□□□□□□ - □	Requires 4 Super for Break
Also Break	□□□ - □	
Also	□□□ - □	
Also	□□□ - □	
3 Combo (Shove)	□□□□□□ - □	
Super Hit	□□□□□□ - □	Requires 1 Super for Break, Link
Super Hit	□□□□□□ - □	Requires 1 Super for Break, Link
Super Hit	□□□□□□ - □	Requires 1 Super for Break
Super Hit	□□□□□□ - □	Requires 1 Super for Break
Super Hit	□□□□□□ - □	Requires 1 Super for Break
1st Special 1	Reverse Throw - □	
1st Special 2	Roll - □	
1st Special 3	Roll - □	
1st Special 4	Roll - □	
1st Special 5	□□□ - □	After last 4 combos





## TUSK

	MOVE NAME	KEY COMBINATION	NOTES
<b>OPENERS</b>	Web of Death	ⓂⓂⓂ + FP	Linker & Parry Opener
	Boot Kick	ⓂⓂⓂ + Any Kick	QK, MK Linkers
	Skull Splitter	ⓂⓂⓂ + FK	
	Back Stab	ⓂⓂⓂⓂⓂ + QP	
<b>SPECIAL MOVES</b>	Conqueror	ⓂⓂⓂ + Any Punch	Pop-up
	Fake Skull Splitter	ⓂⓂⓂ + QK	
	Air Double	ⓂⓂⓂ + Kick	
	Throw	Ⓜ + FK	
	Reverse Throw	Ⓜ + FK	In an opponent's throw move
	Parry Move	Ⓜ + Hold QP	
	Pressure Move	Ⓜ + FP	
	Breaker	ⓂⓂⓂ + P/K	
	Ultra Breaker	ⓂⓂⓂⓂⓂⓂⓂ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	ⓂⓂⓂⓂⓂ + MP	
	Ultra	ⓂⓂⓂⓂⓂ + MP	
	ULTIMATE	ⓂⓂⓂ + MK	
O-Combo Ultimate	ⓂⓂⓂⓂⓂⓂⓂ + MP		
<b>SUPER MOVES</b>	Super Boot Kick	ⓂⓂⓂⓂ + FK	Requires 3 Super Bar Blocks Linker
	Super Web of Death	ⓂⓂⓂⓂ + FP	Requires 3 Super Bar Blocks Linker
	Shadow Move	ⓂⓂⓂⓂ + FK	Requires 3 Super Bar Blocks
	Pillar of Flames	ⓂⓂⓂⓂ + QK	Requires 4 Super Bar Blocks
	Super Conqueror	ⓂⓂⓂⓂⓂⓂⓂ + FP	Requires 6 Super Bar Blocks
<b>END SPECIALS</b>	End Special 1	Back Stab + QP	
	End Special 2	Conqueror + FP	
	End Special 3	Skull Splitter + FK	
	End Special 4	Boot Kick + FK	
	End Special 5	ⓂⓂⓂ + QP	After first 4 Enders



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## KIM WU

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Tornado Kick	ⓈⓈⓈ + Any Kick	QK, MK Linker & MK Parry Opener
	Firecracker	ⓈⓈⓈ + MP, FP	MP Linker
	Split Kick	ⓈⓈⓈ + FK	
SPECIAL MOVES	Fake Split Kick	ⓈⓈⓈ + MK	Pop-up
	Fireflower	ⓈⓈⓈ + QP	
	Air Fire	ⓈⓈⓈ + MP / FP	
	Air Torpedo	ⓈⓈⓈ + Any Punch	Must Jump
	Pop-up	ⓈⓈⓈ + Any Punch	
	Air Double	ⓈⓈⓈ + Punch	
	Roll	Tap ⓈⓈ	
	Throw	Ⓢ + FP	
	Reverse Throw	Ⓢ + FP	In an opponent's throw move
	Parry Move	Ⓢ + Hold QP	
	Pressure Move	Ⓢ FK	
	Breaker	ⓈⓈⓈ + P/K	
	Ultra Breaker	ⓈⓈⓈⓈⓈⓈⓈ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	ⓈⓈⓈ + QK	
	Ultra	ⓈⓈⓈ + QK	
	ULTIMATE	ⓈⓈⓈⓈⓈⓈⓈ + QK	
	O-Combo Ultimate	ⓈⓈⓈⓈⓈⓈⓈ + MK	
SUPER MOVES	Super Tornado	ⓈⓈⓈⓈ + FK	Requires 3 Super Bar Blocks Linker
	Super Firecracker	ⓈⓈⓈⓈ + FP	Requires 3 Super Bar Blocks Linker
	Shadow Move	ⓈⓈⓈⓈ + FK	Requires 3 Super Bar Blocks
	Super Air Torpedo	ⓈⓈⓈⓈ + MP (Jump in Air)	Requires 4 Super Bar Blocks
	Snap Dragon	ⓈⓈⓈⓈⓈⓈⓈ + FP	Requires 6 Super Bar Blocks
ENDERS	End Special 1	Fireflower + QP	
	End Special 2	Firecracker + FP	
	End Special 3	Tornado Kick + FK	
	End Special 4	Split Kick + FK	
	End Special 5	ⓈⓈⓈ + MK	After first 4 Enders





# FULGORE

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Cyber Dash	↺↻↻ + MK, FK	MK Linker, MK Parry Opener
	Eye Laser	↻↻↻ + MP, FP	MP Linker
SPECIAL MOVES	Laser Storm	↻↻↻ + Any Punch	
	Fake Laser Storm	↻↻↻ + QP	
	Eye Laser	↻↻↻ + FP, MP	
	Plasma Slice	↻↻↻ + Any Punch	Pop-up
	Electro Flect	↻↻↻ + Hold QK	
	Air Double	↻↻↻ + Punch	
	Parry Move	↻ + Hold QP	
	Pressure Move	↻ FP	
	Breaker	↻↻↻ + P/K	
	Ultra Breaker	↻↻↻↻↻↻ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	↻↻↻ + QP	
	Ultra	↻↻↻ + QK	
	ULTIMATE	↻↻↻↻↻ + MK	
O-Combo Ultimate	↻↻↻↻↻ + MP		
SUPER MOVES	Inviso	↻↻↻↻ + FK	Uses Super Power as you move
	Lock On	↻↻↻↻ + QK	Requires 1 Super Bar Blocks
	Triple Laser Storm	↻↻↻↻ + QP	After Lock On
	Air Eye Laser	↻↻↻ + FP	Requires 1 Super Bar Blocks
	Plasmaport	↻↻↻ + Any Punch/Kick	Requires 1 Super Bar Blocks
	Super Electro Flect	↻↻↻ + QK	Requires 3 Super Bar Blocks Linker
	Super Cyber Dash	↻↻↻ + FK	Requires 3 Super Bar Blocks Linker
END SPECIALS	End Special 1	Cyber Dash + FK	
	End Special 2	Eye Laser + FP	
	End Special 3	Laser Storm + MP	
	End Special 4	Plasma Slice + FP	
	End Special 5	↻↻↻ + QP	After first 4 Enders



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# Killer Instinct Gold (Quick Reference Card)

## JAGO

	MOVE NAME	KEY COMBINATION	NOTES
<b>OPENERS</b>	Laser Blade	⬇️⬇️⬇️ + MP, FP	MP Linker
	Windkick	⬇️⬇️⬇️ + Any Kick	QK, MK Linkers, MK Parry Opener
	Ninja Slide	⬇️⬇️⬇️ + Any Kick	QK, MK Linkers
<b>SPECIAL MOVES</b>	Endokuken	⬇️⬇️⬇️ + Any Punch	
	Fake Endokuken	⬇️⬇️⬇️ + QK	
	Red Endokuken	Press FP ⬇️⬇️⬇️ Release FP	
	Air Double	⬇️⬇️⬇️ + Kick	
	Throw	⬇️ + FP	
	Reverse Throw	⬇️ + FP	In an opponent's throw move
	Tiger Fury	⬇️⬇️⬇️ + Any Punch	Pop-up
	Parry Move	⬇️ + Hold QP	
	Pressure Move	⬇️ FK	
	Breaker	⬇️⬇️⬇️ + P/K	
	Ultra Breaker	⬇️⬇️⬇️⬇️⬇️⬇️⬇️ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	⬇️⬇️⬇️ + QK	
	Ultra	⬇️⬇️⬇️ + QK	
	ULTIMATE	⬇️⬇️⬇️ + FK	
O-Combo Ultimate	⬇️⬇️⬇️⬇️⬇️⬇️ + MP		
<b>SUPER MOVES</b>	Super Ninja Slide	⬇️⬇️⬇️⬇️ + FK	Requires 3 Super Bar Blocks Linker
	Super Windkick	⬇️⬇️⬇️⬇️ + MK	Requires 3 Super Bar Blocks Linker
	Shadow Move	⬇️⬇️⬇️⬇️ + MK	Requires 3 Super Bar Blocks
	Super Endokuken	⬇️⬇️⬇️⬇️ + QP	Requires 4 Super Bar Blocks
	Super Tiger Fury	⬇️⬇️⬇️⬇️⬇️⬇️ + FP	Requires 6 Super Bar Blocks
<b>END SPECIALS</b>	End Special 1	Windkick + FK	
	End Special 2	Laser Blade + FP	
	End Special 3	Tiger Fury + FP	
	End Special 4	Endokuken + FP	
	End Special 5	⬇️⬇️⬇️ + MP	After first 4 Enders





## MAYA

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Mantis	↺↺ + FP	Pop-up
	Savage Blades	↺↺ + MP	Linker & Parry Opener
	Flip Kick	↺↺ + MK	Linker
	Air Mantis	↻↻ + FP	Jump in Air
	Jungle Leap	↺↺ + FK	
	Savage Leap	↺↺ + QK	
SPECIAL MOVES	Cobra Bite	↺↺ + QP	Pop-up
	Air Double	↻↻ + Any Kick	
	Throw	↻ + FP	
	Reverse Throw	↺ + FP	In an opponent's throw move
	Parry Move	↺ + Hold QP	
	Pressure Move	↻ FK	
	Breaker	↺↺ + P/K	
	Ultra Breaker	↻↻↻↻↻↻ + FK	Requires 6 Super Bar Blocks
	Mini-Ultra	↻↻ + FP	
	Ultra	↻↻ + FK	
	ULTIMATE	↻↻↻↻↻↻ + QK	
O-Combo Ultimate	↺↺↻↻↻↻↻ + QP		
SUPER MOVES	Super Flip Kick	↻↻↻↻↻↻ + MK	Requires 3 Super Bar Blocks Linker
	Super Savage Blades	↻↻↻↻↻↻ + MP	Requires 3 Super Bar Blocks Linker
	Shadow Move	↻↻↻↻↻↻ + FP	Requires 3 Super Bar Blocks
	Super Jungle Leap	↻↻↻↻↻↻ + FK	Requires 6 Super Bar Blocks
END SPECIALS	End Special 1	Cobra Bite + QP	
	End Special 2	Mantis + FP	
	End Special 3	Jungle Leap + FK	
	End Special 4	Savage Leap + QK	
	End Special 5	↻↻ + QP	After first 4 Enders





## GLACIUS

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Cold Shoulder	⓪⓪⓪ + MP	Linker
	Icy Grip	⓪⓪⓪ + QP	
	Liquidize & Uppercut	⓪⓪⓪ + MK	Linker & Parry Opener
SPECIAL MOVES	Liquidize In Air	⓪⓪⓪ + Any Kick	Must Jump
	Liquidize	⓪⓪⓪ + QK	
	Liquidize & Uppercut	⓪⓪⓪ + MK, FK	Pop-up
	Ice Lance	⓪⓪⓪ + FP	Pop-up
	Arctic Blast	⓪⓪⓪ + Any Punch	
	Air Double	⓪⓪⓪ + Any Kick	
	Throw	⓪ + FP	
	Reverse Throw	⓪ + FP	In an opponent's throw move
	Parry Move	⓪ + Hold QP	
	Pressure Move	⓪ FK	
	Breaker	⓪⓪⓪ + P/K	
	Ultra Breaker	⓪⓪⓪⓪⓪⓪ + QP	Requires 6 Super Bar Blocks
	Mini-Ultra	⓪⓪⓪ + QK	
	Ultra	⓪⓪⓪ + QK	
ULTIMATE	⓪⓪⓪⓪⓪⓪ + MK		
O-Combo Ultimate	⓪⓪⓪ + QK		
SUPER MOVES	Super Uppercut	⓪⓪⓪⓪ + FK	Requires 3 Super Bar Blocks Linker
	Super Cold Shoulder	⓪⓪⓪⓪ + MP	Requires 3 Super Bar Blocks Linker
	Super Liquidize & Uppercut	⓪⓪⓪⓪⓪ + FK	Requires 3 Super Bar Blocks
	Super Arctic Blast	⓪⓪⓪⓪⓪ + FP	Requires 4 Super Bar Blocks
	Arctic Slam	⓪⓪⓪⓪ + QP	Requires 6 Super Bar Blocks
END SPECIALS	End Special 1	Icy Grip + QP	
	End Special 2	Liquidize + FK	
	End Special 3	Ice Lance + FP	
	End Special 4	Arctic Blast + FP	
	End Special 5	⓪⓪⓪ + QK	After first 4 Enders



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## B. ORCHID

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Flik Flak	ⓂⓂⓂ + Any Kick	QK, MK Linkers
	Ichi	ⓂⓂⓂ + MP	Linker & Parry Opener
	Tiger Slide	ⓂⓂⓂ + Any Kick	MK Linker
SPECIAL MOVES	Tonfa Fire	ⓂⓂⓂ + Any Punch	
	Fake Tonfa Fire	ⓂⓂⓂ + QK	
	San	ⓂⓂⓂ + FP	
	Air-Buster	ⓂⓂⓂ + Any Kick	Pop-up
	Air Double	ⓂⓂⓂ + Any Kick	
	Throw	Ⓜ + FP	
	Reverse Throw	Ⓜ + FP	In an opponent's throw move
	Parry Move	Ⓜ + Hold QP	
	Pressure Move	Ⓜ FK	
	Breaker	ⓂⓂⓂ + P/K	
	Ultra Breaker	ⓂⓂⓂⓂⓂⓂⓂⓂ + FK	Requires 6 Super Bar Blocks
	Mini-Ultra	ⓂⓂⓂ + FP	
	Ultra	ⓂⓂⓂ + QK	
	ULTIMATE	ⓂⓂⓂⓂⓂⓂ + FP	
O-Combo Ultimate	ⓂⓂⓂ + MK		
SUPER MOVES	Super Ichi	ⓂⓂⓂⓂ + FP	Requires 3 Super Bar Blocks, Linker
	Fire Cat	ⓂⓂⓂⓂ + MK	Requires 3 Super Bar Blocks, Linker
	Super Flak	ⓂⓂⓂⓂⓂⓂⓂⓂ + FK	Requires 6 Super Bar Blocks
END SPECIALS	End Special 1	Airbuster + FK	
	End Special 2	Flik Flak + FK	
	End Special 3	San + FP	
	End Special 4	Tiger Slide + QK	
	End Special 5	ⓂⓂⓂ + QP	After first 4 Enders





# Killer Instinct Gold (Quick Reference Card)

## TJ COMBO

	MOVE NAME	KEY COMBINATION	NOTES
<b>OPENERS</b>	TJ Tremor	⬅ Charge ➡ + MK	Pop-up
	Roller Coaster	⬅ Charge ➡ + MP	Linker & Parry Opener
	Spinfist	⬅ Charge ➡ + QP	
	Skull Crusher	⬅ Charge ➡ + FK	Pop-up
<b>SPECIAL MOVES</b>	Air Tremor	⬅⬅⬅⬅⬅ + MK	Must Jump
	Spinfist	➡ Charge ⬅ + QP	also Linker
	Behind Back	⬅ Charge ➡ + QK	Pop-up
	Cyclone	Hold FP, Release FP, Press FP to hit	
	Powerline	⬅ Charge ➡ + FP	
	Stop Powerline	⬅ + FP	Player must be running
	Fake Dizzy	➡➡➡➡➡ + QK	
	Air Double	➡➡ + Any Kick	
	Throw	➡ + MP	
	Reverse Throw	⬅ + MP	In an opponent's throw move
	Parry Move	⬅ + Hold QP	
	Pressure Move	➡ FK	
	Breaker	⬅⬅ + P/K	
	Ultra Breaker	➡➡➡➡➡ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	⬅ Charge ➡ + FK	
	Ultra	➡ Charge ⬅ + FP	
ULTIMATE	Hold QK for 2 seconds, Release QK		
O-Combo Ultimate	➡➡➡➡➡ + FK	Hold forward for 1 second	
<b>SUPER MOVES</b>	Super Roller Coaster	➡➡➡➡➡ + MP	Requires 3 Super Bar Blocks Linker
	Super Spinfist	➡➡➡➡➡ + QP	Requires 3 Super Bar Blocks Linker
	Shadow Move	➡➡➡➡➡ + MP	Requires 3 Super Bar Blocks
	Dash Frenzy	➡➡➡➡➡ + FP	Requires 2 to 6 Super Bar Blocks
	Super Tremor	➡➡➡➡➡ + MK	Requires 6 Super Bar Blocks
<b>END SPECIALS</b>	End Special 1	Spinfist + QP	
	End Special 2	Behind the Back + QK	
	End Special 3	Powerline + FP	
	End Special 4	TJ Tremor + MK	
	End Special 5	⬅ Charge ➡ + FK	After first 4 Enders





# Killer Instinct Gold (Quick Reference Card)

## SABREWULF

	MOVE NAME	KEY COMBINATION	NOTES
<b>OPENERS</b>	Sabre Wheel	↺↺ + MP	Linker
	Sabre Spin	↺↺ + MK	Parry Opener
	Sabre Spin	↻↻ + MK	Linker
	Sabre Pounce	↺↺ + FP	Hold FP To Delay Pounce
<b>SPECIAL MOVES</b>	Sabre Flip	↺↺ + FK	Pop-up
	Sabre Howl	↺↺ + QP	Hold QP To Sustain Howl
	Fake Sabre Howl	↺↺ + QK	
	Sabre Hop	Tap ↺↺ or ↻↻	
	Air Double	↺↺ + Punch	
	Parry Move	↺ + Hold QP	
	Pressure Move	↺ + FK	
	Breaker	↺↺ + P/K	
	Ultra Breaker	↺↻↺↻↺↻ + FK	Requires 6 Super Bar Blocks
	Mini-Ultra	↺↺ + QK	
	Ultra	↺↺ + QK	
	ULTIMATE	Hold FK for 2 seconds and release	
O-Combo Ultimate	Hold QP for 2 seconds and release		
<b>SUPER MOVES</b>	Super Sabre Spin	↺↻↺↻↺↻ + MK	Requires 3 Super Bar Blocks Linker
	Super Sabre Wheel	↺↻↺↻↺↻ + MP	Requires 3 Super Bar Blocks Linker
	Sabre Fireball	↺↻↺↻↺↻ + FP	Requires 4 Super Bar Blocks
	Sabre Stomp	Jump in Air + ↺↻↺↻↺↻ + FP	Requires 4 Super Bar Blocks
	Super Sabre Flip	↺↻↺↻↺↻ + FK	Requires 6 Super Bar Blocks
<b>END SPECIALS</b>	End Special 1	Sabre Spin + MK	
	End Special 2	Sabre Flip + FK	
	End Special 3	Sabre Pounce + FP	
	End Special 4	Sabre Howl + QP	
	End Special 5	↺↺ + QK	After first 4 Enders



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# Killer Instinct Gold (Quick Reference Card)

## SPINAL

	MOVE NAME	KEY COMBINATION	NOTES
<b>OPENERS</b>	SkeleSkewer	⬇️⬆️⬆️ + MP	Linker
	Flame Blade	⬇️⬆️⬆️ + FP	Linker, Pop-up
	Skull Scrape	⬇️ + FK	Pop-up
<b>SPECIAL MOVES</b>	Skull Spear	In Air ⬇️ + FK	
	Soul Drain	⬇️⬆️⬆️ + QP	
	Skull Dash	Tap ⬆️⬆️ or	
	Skeleport	⬇️⬆️⬆️ + Any Kick	Requires 1 Skull
	Power Devour	⬇️ + Hold QP	
	1 Skull Summon	⬇️⬆️⬆️ + MP	Requires 1 Super Bar Block
	All Skull Summon	⬇️⬆️⬆️ + FP	Requires 6 Super Bar Blocks
	Searing Skull	⬇️⬆️⬆️ + Any Kick	Requires 1 Skull
	Air Double	In Air ⬇️ + Kick	
	Throw	⬇️ + FK	
	Reverse Throw	⬇️ + FK	In an opponent's throw move
	Pressure Move	⬇️ FP	
	Breaker	⬇️⬆️⬆️ + P/K	
	Ultra Breaker	⬇️⬆️⬆️⬆️⬆️⬆️ + FK	Requires 6 Super Bar Blocks
	Mini-Ultra	⬇️⬆️⬆️ + FP	
Ultra	⬇️⬆️⬆️ + FP		
<b>ULTIMATE</b>	⬇️⬆️ + QK		
O-Combo Ultimate	⬇️⬆️⬆️⬆️⬆️⬆️ + QP		
<b>SUPER MOVES</b>	Super Skull Scrape	⬇️⬆️⬆️⬆️ + FK	Requires 3 Super Bar Blocks Linker
	Super Flame Blade	⬇️⬆️⬆️⬆️ + MP	Requires 3 Super Bar Blocks Linker
	Super Grim Reaper	⬇️⬆️⬆️⬆️⬆️⬆️ + FP	Requires 4 Super Bar Blocks
	Searing Skull	⬇️⬆️⬆️⬆️⬆️⬆️ + FK	Requires 6 Super Bar Blocks
	Stunning Skull	⬇️⬆️⬆️⬆️⬆️⬆️ + MK	Requires 4 Super Bar Blocks
<b>END SPECIALS</b>	End Special 1	Reverse SkeleSkewer + MP	
	End Special 2	Skeleport + FK	
	End Special 3	Skeleport + MK	
	End Special 4	Skeleport + QK	
	End Special 5	⬇️⬆️⬆️ + QP	After first 4 Enders

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