Combo Notation Guide

When reading the guides on this page, you may notice that the numbers 1, 2, 3, and 4 are used instead of button names or attack types. This is to ensure the input syntax remains consistent across different characters and different consoles. Here’s a quick rundown of what those buttons are with default bindings for each system:

1 is front punch, the equivalent of square on a playstation controller, x on an xbox controller, Y on a Switch controller, or J on a keyboard.

2 is back punch, the equivalent of triangle on a playstation controller, Y on an xbox controller, X on a Switch controller, or I on a keyboard.

3 is front kick, the equivalent of X on a playstation controller, A on an Xbox controller, B on a Switch controller, or K on a keyboard.

4 is back kick, the equivalent of circle on a playstation controller, B on an Xbox controller, A on a Switch controller, or L on a keyboard.