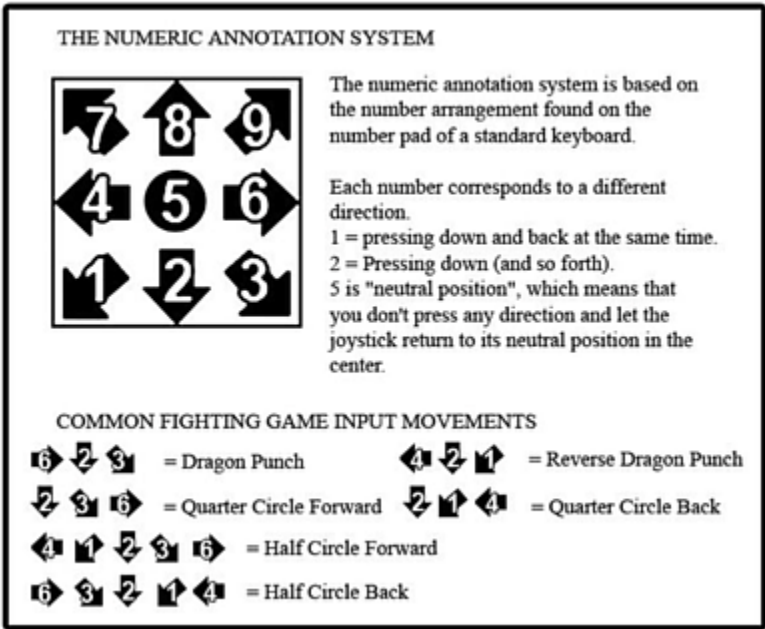




Fighting Game Notation Guide

Note: Some games may use different terminology depending on their control scheme and gameplay style (i.e. Guilty Gear’s Numpad notation is not present in Tekken). These games will have separate categories for the sake of clarity.

Numpad Notation



This guide will use Numpad Notation for directions unless otherwise specified.

Note: Numbers do not switch when on the right side of the screen (i.e. 6 does NOT become 4)

Action	Notation	Comments
Standing	s. (ex: s.lP)	Always prefixes a button To be used if there is a change in stance (ex: s.lP, lP, cr.mP) “2” in Numpad Notation and “cr.” are often interchangeable in Anime fighters
Crouching	cr. (ex: cr.H)	
Jumping/Airborne	j. (ex: j.C)	
Super Jumping	sj. (ex: sj.hK)	
Air/Double Jumping	dj. (ex: j.2C dj.B)	“aj” is used if a character has more than one aerial jump and uses them in a combo (ex: j.2C aj.2C aj.2C)
Pressing two or more buttons simultaneously	+ (ex: A+B, A+B+C)	
Proximity/Close attack	cl. (ex: cl.A)	Attacks that have a near and far input default to no notation for the far variant and cl. for the near

		variant
Counter Hit	CH (ex: CH s.hK)	Used before attacks
Anti-Air	AA (ex: AA s.B)	
Linking	, (ex: lP,lP)	Used in between attacks Links are when two attacks combo into each other without any use of cancels
Chaining	> (ex: A>A>B)	Used in between attacks Chains are when two attacks combo into each other by using cancels
Special Canceling	xx (ex: cr.mK xx 236mP)	Used in between attacks Should only be used for special moves and super attacks
Jump Canceling	jc. (ex: 2H > jc.)	Used in between attacks Double Jump/Air Jump cancels are notated as djc. and ajc.
Dash Canceling	dc (ex: 2K dc 2K)	
Airdash Canceling	adc. (ex: j.B adc j.C)	Used in between attacks
Super	super (ex: 5H xx super)	Some games may use different terms for super, or have another form of meter overall
Land mid-combo	Land (ex: j.M land s.L)	
Holding input	[] (ex: [4], [a])	Often used for charge moves
Releasing input	] [(ex:]6[,]a[)	Can also refer to negative edging
Move Required to Whiff	(move) whiff (ex: j.236L whiff)	
Multiple Possible	/ (ex: 236A/B/C)	“x” is often used when referring to any

Inputs		button
Optional Move	(move) (ex: s.A (A) B)	
Either Move	[X] or [Y] (ex: s.A [s.A] or [cr.A] s.B)	
Attack Dealing X Amount of Hits	(N) (ex: 236P (4))	
Hit Number X	#N (ex: j.K#2 land s.P)	
“Plinking” Buttons	~ (ex: 6mK~mP)	Plinking is when two buttons are pressed at almost the same time, but not exactly the same time
Fireball/Hadouken	hadou (or fb)	
Dragon Punch/Shoryuken (Rupper)	dp	Medium/heavy versions are notated as “mdp” “hdp” etc.

Street Fighter

Action	Notation	Comments
EX Attack	EX. (ex: s.lP xx EX.fb)	Not to be confused with “ex:”, as in “example:” 😊
Focus Attack	fa (ex: s.mP>fa)	
Red Focus	rf (ex: s.hK>rf)	
FADC	fadc (ex: fb>fadc)	FADC can either mean Focus Attack Dash Cancel, or Focus Armor Dash Cancel. Either works, though
V-Skill	vs1/2 (ex: s.mK>vs1)	
V-Trigger	vt1/2 (ex: s.hK>vt1)	
Crush Counter	(CC) (ex: s.hK(CC))	

Tekken

Tekken uses a different notation system for movement and attacking, as seen below.

MOVE LIST LEGEND

Left Punch Button (LP or 1)

Right Punch Button (RP or 2)

Left Kick Button (LK or 3)

Right Kick Button (RK or 4)

Hold direction

Tap direction

P

Power Crush

S

Tailspin

H

Homing Attack

Press the Specified buttons at the same time

Quickly press the buttons inside of the brackets

All moves assume the character is facing right.

Other than that, notation is similar.

Guilty Gear

Action	Notation	Comments
Punch	P	
Kick	K	
Slash	S	
Heavy Slash	H or HS	
Dust	D	
Roman Cancel	RC	
Red Roman Cancel	RRC	Purple is PRC, Blue is BRC
Yellow Roman Cancel	YRC	
Force Roman Cancel	FRC	
Wall Stick/Splat	WS	