



TEAM JAPAN

# BENIMARU NIKAIDO

- Close by
- In air
- Close by in air
- In air near edge of screen
- Repeatedly
- Hold briefly
- During ~
- Use MAX mode
- Use MAX mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

## NORMAL THROWS & COMMAND MOVES

### NORMAL THROWS

- Catch and Shoot

← or → +

- Front Suplex

← or → +

- Spinning Knee Drop

← or → +

### COMMAND MOVES

- Jackknife Kick

→ +

- Flying Drill

↓ +

## SPECIAL MOVES

- Iai-Geri

↓ ↘ → + or

- Inazuma Sandan-Geri

[ Iai-Geri ] ↓ ↑ + or

- Raimeitou

↓ ↙ ← + or

- Raijinken

↓ ↘ → + or

- Air · Raijinken

↓ ↘ → + or

- Benimaru Collider

→ ↘ ↓ ↙ ← → + or

## SUPER SPECIAL MOVES

- Rai-Kou Ken

↓ ↘ → ↓ ↘ → + or

- Benimaru Rising Shot

↓ ↘ → ↓ ↘ → + or

## CLIMAX SUPER SPECIAL MOVES

- Raiha Jin-Ou Ken

↓ ↙ ← ↙ ↓ ↘ → +

\*All arrows show joystick directions for characters facing right.

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