



TEAM YAGAMI

IORI YAGAMI

- 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

● Sakahagi

← or → + HP

● Kanyarai

← or → + HK

COMMAND MOVES

● Ge-Shiki • Yumebiki

→ + LP

● Ge-Shiki • Yumebiki (Follow Up)

LP

● Ge-Shiki • Gofu In “Shinigami”

→ + LK

● Ge-Shiki • Yuriori

← + LK

SPECIAL MOVES

● 108 Shiki • Yamibarai

↓ ↘ → + LP or HP

● 100 Shiki • Oniyaki

→ ↓ ↘ + LP or HP

● 127 Shiki • Aoibana1

↓ ↙ ← + LP or HP

● 127 Shiki • Aoibana2

[127 Shiki • Aoibana1] ↓ ↙ ← + LP or HP

● 127 Shiki • Aoibana3

[127 Shiki • Aoibana2] ↓ ↙ ← + LP or HP

● 212 Shiki • Kototsuki In

→ ↘ ↓ ↙ ← + LK or HK

● Kuzukaze

→ ↘ ↓ ↙ ← → + LP or HP

● 311 Shiki • Tsumakushi

→ ↓ ↘ + LK or HK

SUPER SPECIAL MOVES

● Kin 1211 Shiki • Yaotome

↓ ↘ → ↘ ↓ ↙ ← + LP or HP

● Ura 316 Shiki • Saika

[LP or HP Kin 1211 Shiki • Yaotome] ↓ ↘ → × 4 + LP HP

● Ura 1018 Shiki • Yashiori

↓ ↙ ← ↙ ↓ ↘ → + LP or HP (Hold OK)

CLIMAX SUPER SPECIAL MOVES

● Kin 1218 Shiki • Yatagarasu

↓ ↘ → ↓ ↘ → + LK HK

*All arrows show joystick directions for characters facing right.

© SNK PLAYMORE CORPORATION ALL RIGHTS RESERVED.