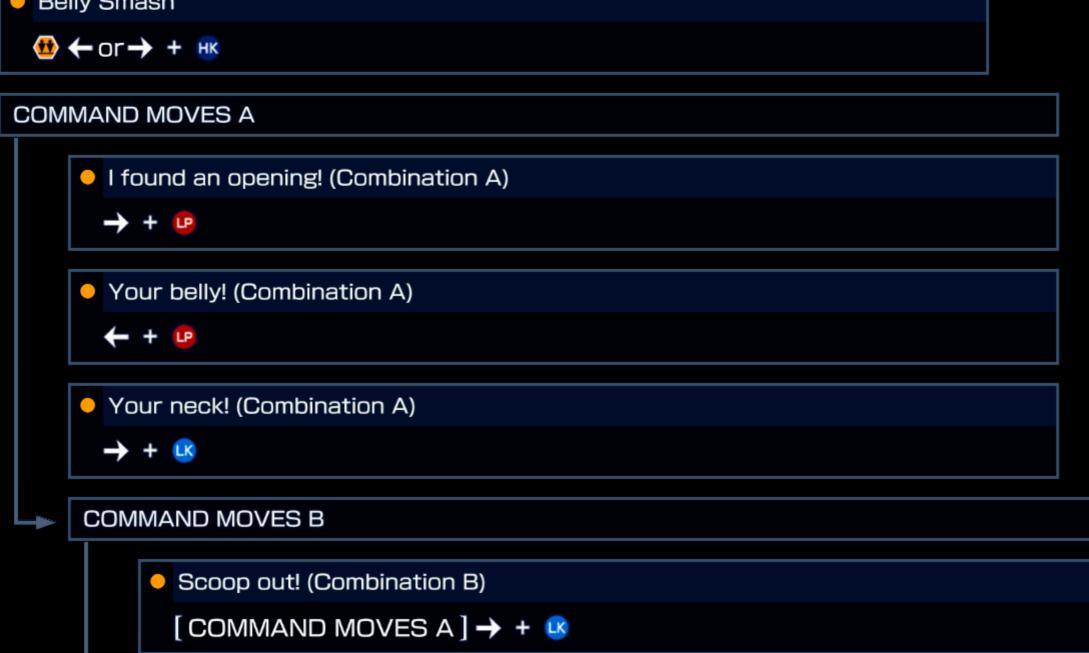


| | *** | Close by | ① | In air | <u>••</u> | Close by in air | (1) | In air near edge of screen | |
|---------------|-------------------------------|----------------------|----------|--------------|-----------|-----------------|------------|----------------------------|--|
| | | Repeatedly | + | Hold briefly | [] | During ~ | ③ | Use MAX mode | |
| | | Use MAX mode (Quick) | ① | Air OK | EX | EX Version OK | MAX | MAX Version OK | |
| | | | | | | | | | |
| | NORMAL THROWS & COMMAND MOVES | | | | | | | | |
| | | | | | | | | | |
| NORMAL THROWS | | | | | | | | | |
| • | Chin | Breaker | | | | | | | |
| | ⊕ ← | -or→ + № | | | | | | | |
| | - " | | | | | | | I | |
| | Belly | / Smash | | | | | | | |
| | ₩ 4 | or + HK | | | | | | | |









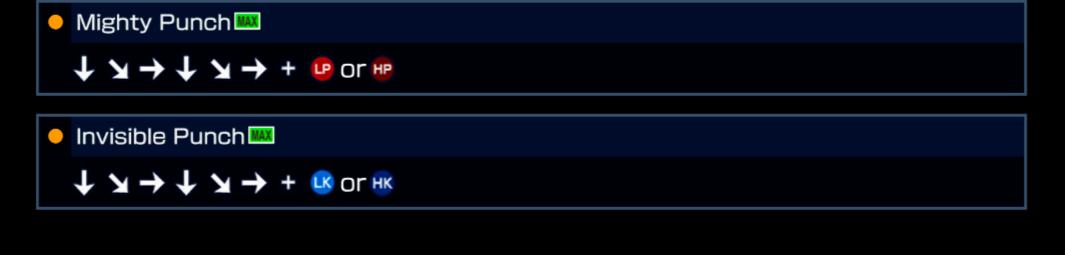
Forward! (Combination D)

Backward! (Combination D)

[COMMAND MOVES B] → + ®

[COMMAND MOVES B] ← + ®

SUPER SPECIAL MOVES



CLIMAX SUPER SPECIAL MOVES



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