



TEAM K'  
K'

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

### NORMAL THROWS & COMMAND MOVES

#### NORMAL THROWS

##### ● Spotpile

← or → + HP

##### ● Knee Strike

← or → + HK

#### COMMAND MOVES

##### ● One Inch

→ + LP

##### ● Knee Assault

→ + LK

### SPECIAL MOVES

##### ● Ein Trigger

↓ ↘ → + LP or HP

##### ● Second Whip

[ Ein Trigger ] → + LP

##### ● Second Shoot

[ Ein Trigger ] → + LK

##### ● Second Knuckle

[ Ein Trigger ] → + HP

##### ● Second Shell

[ Ein Trigger ] → + HK

##### ● Blackout

[ Ein Trigger ] ← + LK or HK

##### ● Blackout

↓ ↘ → + LK or HK

##### ● Crow Bite

→ ↓ ↘ + LP or HP

##### ● Crow Bite (Follow Up)

[ HP Crow Bite ] → + LK or HK

##### ● Minute Spike

↓ ↙ ← + LK or HK

##### ● Narrow Spike

[ Minute Spike ] ↓ ↙ ← + LK or HK

##### ● Air Minute Spike

↓ ↙ ← + LK or HK

### SUPER SPECIAL MOVES

##### ● Heat Drive

↓ ↘ → ↓ ↘ → + LP or HP (Hold OK)

##### ● Chain Drive

↓ ↘ → ↘ ↓ ↙ ← + LP or HP

### CLIMAX SUPER SPECIAL MOVES

##### ● Hyper Chain Drive

→ ↘ ↓ ↙ ← → ↘ ↓ ↙ ← + LP HP

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

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