



WHIP

- 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

● Strike Three

← or → +

● Assassin Trap

← or → +

COMMAND MOVES

● Whip Shot

→ +

● Talon Shot

← +

SPECIAL MOVES

● Boomerang Shot "Code: SC"

← ↙ ↓ ↘ → + or

● Strength Shot Type A "Code: Superior"

→ ↘ ↓ ↙ ← + (Hold OK)

● Strength Shot Type D "Code: Rain"

[Strength Shot Type A "Code: Superior"]

● Strength Shot Type B "Code: Strength"

→ ↘ ↓ ↙ ← + (Hold OK)

● Strength Shot Type D "Code: Rain"

[Strength Shot Type B "Code: Strength"]

● Strength Shot Type C "Code: Victory"

→ ↘ ↓ ↙ ← + (Hold OK)

● Strength Shot Type D "Code: Rain"

[Strength Shot Type C "Code: Victory"]

● Hook Shot "Code: Zephyr"

↓ ↙ ← + or

● Crescent Swatter "Code: FS"

← ↓ ↙ + or

SUPER SPECIAL MOVES

● Sonic Slaughter "Code: KW"

↓ ↙ ← ↘ ↓ ↘ → + or

● Destruction Barrage "Code: YGW"

↓ ↘ → ↓ ↘ → + or

CLIMAX SUPER SPECIAL MOVES

● Depravity Branding "Code: FA"

↓ ↘ → ↘ ↓ ↙ ← +

*All arrows show joystick directions for characters facing right.

© SNK CORPORATION ALL RIGHTS RESERVED.