



TEAM GAROU GATO

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

Extinction Leg

↺ or ↻ +

Great Spiral

↺ or ↻ +

Command Moves

Chinbreaker

↻ +

Tranquil Kick

↻ +

Special Moves

Quaking Fang **EX**

↻ + or

Piercing Fang

[Quaking Fang] ↻ + or

Wind Fang **EX**

↻ + or

Brake

[or **EX** Wind Fang]

Vortex Fang

[Wind Fang]

Whirling Fang

[Wind Fang]

Arrow Fang

[Wind Fang]

Sliding Fang

[Wind Fang]

Backdraft Fang **EX**

↻ + or

Brake

[or **EX** Backdraft Fang]

Swift Fang

[Backdraft Fang]

Counterattack Fang

[Backdraft Fang] (In time with opponent's attack)

Cipher Fang

[Backdraft Fang]

Fang of Darkness

[Backdraft Fang]

Lightning Fang **EX**

↻ + or

Brake

[Lightning Fang]

Super Special Moves

Freeze Fang **MAX**

↻ ↻ + or

Dragon Fang **MAX**

↻ ↻ + or

Climax Super Special Moves

Flaming Serpent's Fang

↻ ↻ +

*All arrows show joystick directions for characters facing right.

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