



# TEAM SAMURAI HAOHMARU

- 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

- Adamantine Slash  
 or +
- Headwind Slash  
 or +

## Command Moves

- Surprise Attack  
 +
- Iron Flash

## Special Moves

- Crescent Moon Slash + or
- Renting Tremor Slash [ Dash ] + or
- Cyclone Slash + or
- Fake Cyclone Slash  
[ Cyclone Slash ]
- Earthquake Slice + or
- Rice Wine Whack + or
- Shock Blast + or
- Cyclone Wave + or

## Super Special Moves

- Flame of the Conqueror + or
- Supreme Gale Flash + or

## Climax Super Special Moves

- Supreme Severing Flash  
 +

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

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