



TEAM **SUPER HEROINE**
MAI SHIRANUI

- 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

- Shiranui Gorin
 or +
- Fuusha Kuzushi
 or +
- Yume-Zakura
 or +

Command Moves

- Ukihane
 +
- Koukaku no Mai
 +
- Sankaku-Tobi
- Target Combo 1
Press in order •

Special Moves

- Ryuenbu **EX**
 + or
- Kachousen **EX**
 + or
- Hissatsu Shinobi-Bachi **EX**
 + or
- Musasabi no Mai • Front **EX**
 + or
- Musasabi no Mai • Back **EX**
 or + or
- Musasabi no Mai (Air) **EX**
 + or

Super Special Moves

- Chou Hissatsu Shinobi-Bachi **MAX**
 + or
- Air Chou Hissatsu Shinobi-Bachi **MAX**
 + or
- Kagerou no Mai **MAX**
 + or

Climax Super Special Moves

- Shiranui-Ryuu Ougi • Kuzunoha
 +

*All arrows show joystick directions for characters facing right.

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