



TEAM SAMURAI OF FIGHTERS NAKORURU

- 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

- Ruten Kyougekijin
 or +
- Hougekiyou
 or +
- Rera Kishima Tek
 or +

Command Moves

- Surprise Attack
 +
- Kamuyhum Kesupu
 +
- Chiten Zan
 +
- Sankaku-Tobi

Special Moves

- Annu Mutsube **EX**
 + or
- Rera Mutsube **EX**
 + or
- Kamui Rimuse **EX**
 + or
- Kamui Rimuse Return
[Kamui Rimuse] or
- Amube Yatoro **EX**
 + or
- Cling to Mamahaha **EX**
 + or
- Mamahaha Attack
[Cling to Mamahaha] or
- Drop from Mamahaha **EX**
[Cling to Mamahaha] N or or or + or
- Kamuyhum Kesupu
[Drop from Mamahaha] +
- Kamui Mutsube **EX**
[Cling to Mamahaha] + or
- Kamuyhum Kesupu **EX**
[Cling to Mamahaha] +

Super Special Moves

- Elelyu Kamui Rimuse **MAX**
 + or
- Irusuka Yatoro Rimuse **MAX**
 + or

Climax Super Special Moves

- Kusnaotke Sikannatki Mutsube
 +

*All arrows show joystick directions for characters facing right.

© SNK CORPORATION ALL RIGHTS RESERVED.