



# TEAM AWAKENED OROCHI FIGHTERS

## OROCHI YASHIRO

- 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

- Baku**  
 ↶ or ↷ +
- Beki**  
 ↶ or ↷ +

### Command Moves

- Saku**  
↶ +   
→ **Gou**  
[ Cancel Activated Saku ]
- Bu**  
↶ +   
→ **Gou**  
[ Cancel Activated Bu ]
- Ki**  
Press in order •

### Special Moves

- Niragu Daichi** ↶ + or
- Musebu Daichi** ↶ ↷ + or
- Odor Daichi** ↶ + or
- Kujiku Daichi** ↶ + or   
→ **Tsubusu Daichi**  
[ or Kujiku Daichi ] or

### Super Special Moves

- Araburu Daichi** ↶ ↶ + or [ ↶ or N ]
- Ankoku Jigoku Gokuraku Otoshi** ↶ ↷ + or

### Climax Super Special Moves

- Shuuen no Daichi**  
↶ ↶ + (In time with opponent's attack)

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

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