



TEAM JAPAN

**GORO DAIMON**

- Close by
- Repeatedly
- Use MAX mode (Quick)
- In air
- Hold briefly
- Air OK
- Close by in air
- During ~
- EX Version OK
- In air near edge of screen
- Use MAX mode
- MAX Version OK

### NORMAL THROWS & COMMAND MOVES

#### NORMAL THROWS

- Tsukami Tatakitsuke

← or → + HP

- Hiza Guruma

← or → + HK

#### COMMAND MOVES

- Zujou-Barai

+ HP

### SPECIAL MOVES

- Tenchi-Gaeshi

→ ↘ ↓ ↙ ← → + LP or HP

- Kumo-Tsukami Nage

← ↙ ↓ ↘ → + LP

- Kirikabu-Gaeshi

← ↙ ↓ ↘ → + HP

- Jiraishin

→ ↓ ↘ + LP

- Jiraishin (Feint)

→ ↓ ↘ + HP

- Chou Ukemi

↓ ↙ ← + LK or HK

- Chou Oosoto-Gari

→ ↓ ↘ + LK or HK

### SUPER SPECIAL MOVES

- Jigoku Gokuraku Otoshi

→ ↘ ↓ ↙ ← → ↘ ↓ ↙ ← + LP or HP

- Konten Otoshi

↓ ↘ → ↓ ↘ → + LK or HK (When your opponent is down)

### CLIMAX SUPER SPECIAL MOVES

- Kyoutendouchi

↓ ↘ → ↓ ↘ → + LP HP (Timed to your opponent's attack)

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

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