



HINAKO SHIJO

- 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

Tasuki Nage

- or +

Uwate Nage

- or +

Command Moves

Harite (Chiyo)

- + ·

Harite (Nishiki)

- + ·

Harite (Otori)

- + ·

Tsuppari

- + ·

Maemitsu Tatakai

- +

Nodowa

- + ·

Special Moves

Tsukidashi **EX**

- + or

Tsukiotoshi **EX**

- + or

Gaburiyori **EX**

- + or

Stop

- [Gaburiyori]

Gorintsuki **EX**

- + or

Yorikiri **EX**

- + or

Kotenage **EX**

- + or

Kakenage **EX**

- + or

Shikofumi **EX**

- + or

Super Special Moves

Gassho Hineri **MAX**

- + or

Daisharin Nodowa Otoshi **MAX**

- + or

Climax Super Special Moves

Hina Arashi

- +

*All arrows show joystick directions for characters facing right.

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