



## Garnet ガーネット

<b>Liar Lip</b>	In air $\leftarrow + SK$
<b>Piercing Heart</b> *Can be held	$\uparrow + LP$ or $SP$ or $LK$
	Additional Attacks $\leftarrow$ Or $\rightarrow$ + Same button as attack that hit
	Cancel Stance When holding $SK$
<b>Gaze Slash</b>	$Z + LK$ or $SK$
<b>Biting Jest</b>	$\uparrow + LK$ or $SK$
	<b>BOOST DIVE</b>

### Scheme Stifle

$\Delta + LK$  or  $SK$

**OA** **Piercing Soul**

$\uparrow \downarrow + LK$  or  $SK$

**DA** **Mimic Teller**

$\leftarrow \uparrow + LK$  or  $SK$

**CA** **Sweet Shuffle**

$\uparrow \downarrow + LK$  or  $SK$

**CA** **World's End**

$\leftarrow \downarrow \leftarrow \downarrow + LP$  or  $SP$

PRESS TOGETHER

PRESS TOGETHER

**Detecting Eyes**

$LP$   $SK$  or  $SP$   $LK$

When activating Boost Dive, a mark will appear on opponent's weak spot. Attacking it in time will deal double damage.

\*Note: Successfully landing Mimic Teller fills 1 bar of Offense Meter.



## Typhon テイフオン

<b>Tenkeishou</b> *Can be done in air.	$\uparrow + LP$ or $SP$
<b>Shukukeihou</b>	$\rightarrow \uparrow + LP$ or $SP$
<b>Retsusouan</b>	$\leftarrow \uparrow + LP$ or $SP$
<b>Renkatsukyaku</b>	$Z + LK$ or $SK$
<b>Mouchoushu</b> ① $\uparrow + LK$ or $SK$ (2P side $\uparrow + LK$ or $SK$ )	
<b>Sourakkyaku</b> *Only usable when facing forward	$\downarrow + LK$ or $SK$
<b>Hitankkyaku</b> During ① at the edge of the screen with a neutral or command other than the following	
<b>Triangle Jump</b> During ① at the edge of the screen	$\uparrow$ or $\uparrow$ or $\downarrow$
	<b>BOOST DIVE</b>

**Wall Cling Stop** ② During ① on left edge of the screen  $\rightarrow$  or  $\downarrow$  or  $\leftarrow$  or  $\uparrow$

**Tenkeishou** During ②  $\downarrow$  or  $\uparrow$  or  $\downarrow + LP$  or  $SP$

**Hitankkyaku** After ② at the opposite edge of the screen with a neutral or command other than the following

**Triangle Jump** After ② at the opposite edge of the screen  $\uparrow$  or  $\uparrow$  or  $\downarrow$

**Bakkishou** In air  $\uparrow + LK$  or  $SK$

**OA** **Shukukei Houshouan** \*Can be done in air.  $\uparrow \downarrow + LP$  or  $SP$

**DA** **Kongou Toutai** \*Can block Cancel  $\leftarrow \uparrow + LK$  or  $SK$

**CA** **Typhon Method: Chouzetsu Renkeishou**  $\uparrow \downarrow + LP$  or  $SP$

PRESS TOGETHER PRESS TOGETHER

**Tenkeihou**  $LP$   $SK$  or  $SP$   $LK$

Tying Tenkeishou is faster and additional projectiles can be thrown by tapping the button.



## Viren ヴィレン

<b>Crotal Fling</b>	$Z + LP$ or $SP$
<b>Dash Atis Rush</b>	$\uparrow + LP$ or $SP$
	Follow-up Actions $LP$ or $SP$ or $LK$ or $SK$
<b>Latikauda Capture</b>	$\uparrow + LK$ or $SK$
<b>Salamander Flame</b>	$\uparrow + LK$ or $SK$
	<b>BOOST DIVE</b>

**Pitohui Blazing Bomb** In air  $\uparrow + LP$  or  $SP$

**OA** **Atrax Fang**  $\rightarrow \uparrow + LP$  or  $SP$

**OA** **Crotales Barrage**  $\leftarrow \uparrow + LP$  or  $SP$

**DA** **Dionaea Trap** \*Only when taking damage  $\leftarrow \uparrow + LK$  or  $SK$

**CA** **Ophiophagus Dance**  $\uparrow \downarrow + LP$  or  $SP$

PRESS TOGETHER PRESS TOGETHER

**Dendrobates Shock**  $LP$   $SK$  or  $SP$   $LK$

During Boost Dive, command normals and some normals (LP/SP) become unblockable stun baton attacks.



## Aran アラン

<b>Vanishing Strike</b>	$\uparrow + LK$ or $SK$
<b>Vanishing Strike (Feint)</b>	$\downarrow + LK$ or $SK$
<b>Vertical Strike</b>	$Z + LK$ or $SK$
	Additional Attacks $SK$
<b>DA</b> <b>Strike Edge</b> *Only when blocking	$\uparrow + LP$ or $SP$
<b>CA</b> <b>Infinity Strike</b> *Can be held $\uparrow \downarrow + LP$ or $SP$	
<b>Phantom Phase</b>	$\uparrow + LK$ or $SK$
<b>Vanguard Strike</b> ①	$\uparrow + LK$ or $SK$
	<b>BOOST DIVE</b>

**Vanishing Strike Low**

$\uparrow + LK$  or  $SK$

**OA** **Strike Burst**

$jj + LP$  or  $SP$

**OA** **Strike Back -Cross-**

\*Only with a successful Phantom Phase  $\uparrow + LP$

**OA** **Strike Back -Double-**

\*Only with a successful Phantom Phase  $\uparrow + SP$

**DA** **Strike Edge**

\*Only when blocking  $\uparrow + LP$  or  $SP$

**CA** **Infinity Strike**

\*Can be held  $\uparrow \downarrow + LP$  or  $SP$

**Phantom Shift**

PRESS TOGETHER PPRESS TOGETHER

$LP$   $SK$  or  $SP$   $LK$

During Boost Dive, gain a shadow that doubles hits. However, the shadow cannot throw projectiles.



## Kaya カヤ

<b>Gessen</b>	In air $\uparrow + LP$ or $SP$
<b>Hiyoku</b>	$\uparrow + LP$ or $SP$
<b>Tensen</b>	$Z + LK$ or $SP$
<b>Oborochou -Kumo-</b>	$\uparrow + LP$ or $SP$
<b>Getsuei</b>	$\leftarrow \uparrow + LK$ or $SK$
<b>Setsuren</b>	$\uparrow + LK$ or $SK$
	<b>BOOST DIVE</b>

**Gessen**

In air  $\uparrow + LP$  or  $SP$

**OA** **Housen**

$jj + LP$  or  $SP$

**DA** **Soujin** \*Only when taking damage

$\uparrow \downarrow + LP$  or  $SP$

**CA** **Kinbu Kumeisen**

$\uparrow \downarrow + LP$  or  $SP$

**Hyousa**

PRESS TOGETHER PPRESS TOGETHER

$LP$   $SK$  or  $SP$   $LK$

During Boost Dive, hitting opponent (cancels effects) with normals slows their movement, and they slowly take damage over time. However, this cannot cause a KO.



## Boyd ボイド

<b>OA</b> <b>Super Shiny Punch</b>	$\leftarrow \uparrow + LP$ or $SP$
	PRESS TOGETHER
<b>OA</b> <b>Super Steel Head</b>	$\downarrow$ Hold $\uparrow + LP$ or $SP$
	*Spends 3 bars of Offense Meter
<b>DA</b> <b>Twin Sunny Finger</b> *	$jj + LP$ or $SP$
	*Can Block Cancel
<b>CA</b> <b>Eccentric Motion</b>	$\uparrow \downarrow + LP$ or $SP$
	PRESS TOGETHER PPRESS TOGETHER
<b>Sunny Shot</b>	$LP$ $SK$ or $SP$ $LK$
	During Boost Dive, Sunny Finger is powered up and shoots projectiles (LP: 1, SP: 3).

\*Can cancel some special moves by pressing another button of the same strength (ex. LP for LK) before they activate. \*Moves with  $\mathbb{F}$  Increase the Scorpion Counter on hit (13 max).

\*When character is facing right: LP = Light Punch, SP = Strong Punch, LK = Light Kick, SK = Strong Kick, D = Dodge

\*When character is facing right: LP = Light Punch, SP = Strong Punch, LK = Light Kick, SK = Strong Kick, D = Dodge