

## Commands

※When the character is facing right

LP = Light Punch, SP = Strong Punch, LK = Light Kick, SK = Strong Kick, D = Dodge

### Command Normal

Blow Lancer

→+LP or SP

### Special Moves

Vanishing Strike

↗+LP or SP

Vanishing Strike (Feint)

↓↓+LK or SK

Vertical Strike

↘+LK or SK  
Additional Attacks SK \*Only SK

Vanguard Strike ①

↶+LP or SP

Second Strike

After hitting with ① ↶+LP or SP ②  
After hitting with ① ↷+LP or SP  
After hitting with ① →+LK or SK \* Feint

Third Strike

After hitting with ② ← or ↓ or →+LP or SP  
After hitting with ② ↓+LK \* Feint  
After hitting with ② →+SK \* Feint

Accelerator Strike

↶+LP or SP

Phantom Phase

↶+LK or SK

Vanishing Strike Low

↗+LK or SK

### Offensive Arts

Strike Burst

↗↗+LP or SP

Strike Back -Cross-

↶+LP \*Only with a successful Phantom Phase

Strike Back -Double-

↶+SP \*Only with a successful Phantom Phase

### Defensive Arts

Strike Edge

↶+LP or SP \*Only when blocking

### Critical Arts

Infinity Strike

↗↶+LP or SP \*Can be held

### Boost Dive

Phantom Shift

On the ground LP SK or SP LK  
During Boost Dive, gain a shadow that doubles hits. However, the shadow cannot throw projectiles.

