

TYPHON

Commands

※When the character is facing right

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

Command Normal

Soutoushou	→+SP
Triangle Jump	When jumping backward at a wall →or↗
Sourakkyaku	In air ↓+LK

Special Moves

Tenkeishou	↗+LP or SP *Can be done in air.
Shukukeihou	→↗+LP or SP
Retsusouan	←↖+LP or SP
Renkatsukyaku	↘+LK or SK
Bakkishou	In air ↗+LK or SK
Mouchoushu	↗+LK or SK (opposite direction ↖+LK or SK)
Sourakkyaku	When moving to screen edge with ① ↓+LK or SK *Only usable facing forward
Hitankyaku	During ① at the edge of the screen with a neutral or command other than the following
Triangle Jump	During ① at the screen edge ↗or↑or↖
Wall cling stop②	During ① on left edge of the screen →or↘ During ① on right edge of the screen ←or↙
Tenkeishou	During ② ↖or↓or↗+LP or SP
Hitankyaku	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 ↗or↑or↖

Offensive Arts

Shukukei Houshouan	↗↗+LP or SP *Can be done in air
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Defensive Arts

Kongou Toutai	←↖+LK or SK *Can Block Cancel
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Critical Arts

Typhon Method: Chouzetsu Renkeihou	↗↗+LP or SP
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Boost Dive

Tenkeihou	On the ground LP SK or SP LK Tying Tenkeishou is faster and additional projectiles can be thrown by tapping the button.
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