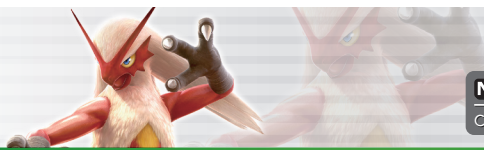




BLAZIKEN



N: Normal Attack **G**: Grab Attack **C**: Counter Attack

Cancel: Interrupt an action and transition to a different action



BURST ATTACK

MOVE NAME	COMMAND	USE	NOTES
N Gatling Flame Kicks	with Synergy Burst active: L + R		pierces counter attacks / increases your movement speed

POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
N Heat Wave	A	Use to stop your opponent	
N Blaze Kick	+ forward + A		
N Blaze Kick to Flare Blitz	+ forward + A , X	For surprise attacks	consumes your HP / pierces counter attacks / Hit Stun resistance
N Blaze Kick to Flare Blitz (enhanced)	+ forward + A , X (hold)	For surprise attacks	consumes your HP / pierces counter attacks / Hit Stun resistance
N Brave Bird	+ back + A		
N High Jump Kick	midair A		consumes your HP when missed

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Sky Uppercut	+ up + A		

ENHANCED POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
N Heat Wave (enhanced)	A (hold)	Use for Guard Break	consumes HP and increases attack duration when held / decreases your opponent's attack
N Blaze Kick (enhanced)	+ forward + A (hold)		consumes your HP
N Blaze Kick (enhanced) to Flare Blitz	+ forward + A (hold), X		consumes your HP / pierces counter attacks / Hit Stun resistance
N Blaze Kick (enhanced) to Flare Blitz (enhanced)	+ forward + A (hold), X (enhanced)		consumes your HP / pierces counter attacks / Hit Stun resistance
N Brave Bird (enhanced)	+ back + A (hold)		consumes your HP
N High Jump Kick (enhanced)	midair A (hold)		consumes your HP / pierces counter attacks / consumes your HP when missed / can transition to midair attacks

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Sky Uppercut (enhanced)	+ up + A (hold)		additional attack triggers on hit / can transition to any midair attack

BASIC MOVES

MOVE NAME	COMMAND	USE	NOTES
G grab attack	Y + B	Overcome blocks	
C counter attack	X + A	Counter	cancelable with + + R / increases the area of effect when Synergy Burst is active
C counter attack: charge	X + A (hold)		pierces counter attacks
- midair dash	midair R	For surprise attacks	able to transition to any midair attack
N charge strong attack	charge X , then release	Effective against airborne opponents	can move with +
- Synergy Burst	with Synergy Gauge MAX: L + R		the amount of HP consumed by enhanced Pokémon moves is reduced when Synergy Burst is active

FIELD PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Ranged Attack	Y		cancelable with a Pokémon move
N chain Ranged Attack	Y , Y		
N side Ranged Attack	+ sideways + Y		
N chain side Ranged Attack	+ sideways + Y , Y	Use to shift phases	
N forward Ranged Attack	+ forward + Y		
N backward Ranged Attack	+ back + Y		can wipe out some long-range attacks / can move with +

MOVE NAME	COMMAND	USE	NOTES
N jumping Ranged Attack	midair		
N jumping chain Ranged Attack 1	midair	Use to stop your opponent	
N jumping chain Ranged Attack 2	midair sideways +	Use to shift phases	change direction with forward or back
N jumping side Ranged Attack	midair sideways +		
N Homing Attack			cancelable with or
N Homing Attack: charge	(hold)		pierces counter attacks / Guard Break
N jumping attack	midair		
N jumping attack: charge	midair (hold)	Make an opening for more attacks	pierces counter attacks

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Poké Combo 1		Major damage dealer	
N weak attack			cancelable with a Pokémon move / increases the area of effect when Synergy Burst is active
N forward weak attack	forward +		
N forward weak attack to strong attack follow-up	forward +		
N Poké Combo 2	up +	Make an opening for more attacks	
N high stance weak attack	up +	Effective against airborne opponents	can transition to midair attacks / cancelable with a Pokémon move or midair dash
N Poké Combo 3	down +		
N low stance weak attack	down +	Effective against grab attacks	cancelable with a Pokémon move / increases the area of effect when Synergy Burst is active
N midair weak attack	midair		
N strong attack		Major damage dealer	
N forward strong attack	forward +		can delay the 2nd and 3rd hits
N high stance strong attack	up +	Use for Guard Break	can transition to midair dash with
N low stance strong attack	down +		
N midair strong attack	midair		

DUEL PHASE ONLY

RECOMMENDED COMBOS

COMMAND	NOTES
N weak attack () ► cancel ► Brave Bird (enhanced) (back + [hold])	consumes your HP
N strong attack () ► Sky Uppercut (up +)	
N High Jump Kick (enhanced) (midair [hold]) ► midair dash (midair) ► midair weak attack (midair)	consumes your HP

