



BURST ATTACK

MOVE NAME	COMMAND	USE	NOTES
N Psyfirecracker	with Synergy Burst active: L + R		pierces counter attacks / increases your support gauge

POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
N Psybeam	A		change where you unleash the attack with left or right inputs on + (Field Phase)
N Psybeam: set up	A (hold)		
N Fire Spin	+ forward + A	Use to stop your opponent	change direction with diagonal forward input on + (Field Phase)
N Fire Spin: charge	+ forward + A (hold)		
N Fire Blast	+ back + A	Major damage dealer	is powered up from long range
- Fire Blast to Sunny Day	+ back + A , B		become able to use an enhanced Pokémon move once / increases your support gauge
- Sunny Day	charge A , then release		become able to use an enhanced Pokémon move once / increases your support gauge
N Flame Charge	midair A		

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Flamethrower	+ up + A	Effective against airborne opponents	
- Flamethrower to Sunny Day	+ up + A , B		become able to use an enhanced Pokémon move once / increases your support gauge
C Light Screen	+ down + A	Counter	stops opponent's long-range attacks (no effect against striking attacks)
- Light Screen to Sunny Day	+ down + A , B		become able to use an enhanced Pokémon move once / increases your support gauge

ENHANCED POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
N Psybeam (enhanced)	(while enhanced) A		change where you unleash the attack with left or right inputs on the + (Field Phase)
N Psybeam (enhanced): set up	(while enhanced) A (hold)		
N Fire Spin (enhanced)	(while enhanced) + forward + A	Use to stop your opponent	change direction with diagonal forward input on + (Field Phase)
N Fire Spin (enhanced): charge	(while enhanced) + forward + A (hold)		
N Fire Blast (enhanced)	(while enhanced) + back + A	Major damage dealer	
- Fire Blast (enhanced) to Sunny Day	(while enhanced) + back + A , B		become able to use an enhanced Pokémon move once / increases your support gauge
- Sunny Day (enhanced)	(while enhanced) charge A , then release		increases your attack (short) / increases your support gauge (big)
N Flame Charge (enhanced)	(while enhanced) midair A		triggers an additional attack on hit or block

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Flamethrower (enhanced)	(while enhanced) + up + A	Effective against airborne opponents	
- Flamethrower (enhanced) to Sunny Day	(while enhanced) + up + A , B		become able to use an enhanced Pokémon move once / increases your support gauge
C Light Screen (enhanced)	(while enhanced) + down + A	Counter	stops opponent's long-range attacks (no effect against striking attacks)
- Light Screen (enhanced) to Sunny Day	(while enhanced) + down + A , B		become able to use an enhanced Pokémon move once / increases your support gauge

BASIC MOVES

MOVE NAME	COMMAND	USE	NOTES
- special effect	-		increases your support gauge when you attack (small)
G grab attack	Y + B	Overcome blocks	increases your support gauge (extra large) / triggers enhanced state / increases your attack while in enhanced state
C counter attack	X + A	Counter	cancelable with + + R
C counter attack: charge	X + A (hold)		pierces counter attacks
- midair dash	midair R	For surprise attacks	change direction with + / can transition to any air attack
- Synergy Burst	with Synergy Gauge MAX: L + R		all Pokémon moves become enhanced with Synergy Burst active

FIELD PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Poké Combo 1	Y, Y	Use to shift phases	
N Ranged Attack	Y		cancelable with a Pokémon move or a support call
N Poké Combo 2	⊕ sideways + Y, Y	Use to shift phases	
N side Ranged Attack	⊕ sideways + Y		cancelable with a Pokémon move or a support call
N forward Ranged Attack	⊕ forward + Y	Use to shift phases	can wipe out some long-range attacks
N backward Ranged Attack	⊕ back + Y		change direction with diagonal back on ⊕
N backward Ranged Attack: charge	⊕ back + Y (hold)		
N jumping Ranged Attack	midair Y		cancelable with a Pokémon move or midair dash when Synergy Burst is active
N Homing Attack	X, X, X		cancelable with B or E
N Homing Attack: charge	X, X, X (hold)		pierces counter attacks / Guard Break
N Backward Attack	⊕ back + X		cancelable with a support call
N jumping attack	midair X		
N jumping attack: charge	midair X (hold)		

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Poké Combo 3	Y, Y, Y, Y	Major damage dealer	
N weak attack	Y, Y, Y		cancelable with a Pokémon move or a support call
N forward weak attack	⊕ forward + Y		can wipe out some long-range attacks
N back weak attack	⊕ back + Y		
N back weak attack: charge	⊕ back + Y (hold)		
N high stance weak attack	⊕ up + Y	Effective against airborne opponents	cancelable with a support call
N Poké Combo 4	⊕ down + Y, Y		
N low stance weak attack	⊕ down + Y		cancelable with a Pokémon move or a support call
N midair weak attack	midair Y		cancelable with a Pokémon move or midair dash when Synergy Burst is active
N strong attack	X, X		cancelable with a support call
N back strong attack	⊕ back + X		cancelable with a support call
N Poké Combo 5	⊕ up + X, X	Major damage dealer	
N high stance strong attack	⊕ up + X	Effective against grab attacks	cancelable with a Pokémon move or midair dash
N low stance strong attack	⊕ down + X		cancelable with a support call
N midair strong attack	midair X		
N midair strong attack: charge	midair X (hold)		

DUEL PHASE ONLY

RECOMMENDED COMBOS

COMMAND	NOTES
N midair strong attack (midair X) ▶ Poké Combo 3 (Y, Y, Y, Y)	
N back weak attack (⊕ back + Y) ▶ Poké Combo 3 (Y, Y, Y, Y)	
C counter attack: charge (X + A [hold]) ▶ Poké Combo 5 (⊕ up + X, X)	

