



## BURST ATTACK

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

## POKÉMON MOVES

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

### DUEL PHASE ONLY

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

## ENHANCED POKÉMON MOVES

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

### DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Flamethrower (enhanced)	(while enhanced) <b>+</b> up + <b>A</b>	Effective against airborne opponents	
- Flamethrower (enhanced) to Sunny Day	(while enhanced) <b>+</b> up + <b>A</b> , <b>B</b>		become able to use an enhanced Pokémon move once / increases your support gauge
<b>C</b> Light Screen (enhanced)	(while enhanced) <b>+</b> down + <b>A</b>	Counter	stops opponent's long-range attacks (no effect against striking attacks)
- Light Screen (enhanced) to Sunny Day	(while enhanced) <b>+</b> down + <b>A</b> , <b>B</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)
<b>G</b> grab attack	<b>Y</b> + <b>B</b>	Overcome blocks	increases your support gauge (extra large) / triggers enhanced state / increases your attack while in enhanced state
<b>C</b> counter attack	<b>X</b> + <b>A</b>	Counter	cancelable with <b>+</b> + <b>R</b>
<b>C</b> counter attack: charge	<b>X</b> + <b>A</b> (hold)		pierces counter attacks
- midair dash	midair <b>R</b>	For surprise attacks	change direction with <b>+</b> / can transition to any air attack
- Synergy Burst	with Synergy Gauge MAX: <b>L</b> + <b>R</b>		all Pokémon moves become enhanced with Synergy Burst active

FIELD PHASE ONLY

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

DUEL PHASE ONLY

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

DUEL PHASE ONLY

RECOMMENDED COMBOS

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

