



CHANDELURE



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
C Final Flicker	with Synergy Burst active: L + R		pierces counter attacks / decreases your opponent's recoverable HP / leaves your opponent with 2 bad statuses

POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
— special effect	—		all attacking Pokémon moves can pierce counter attacks
N Will-O-Wisp	A	Use to stop your opponent	does not make contact with your opponent's long-range attacks / decreases your opponent's attack
N Will-O-Wisp: charge	A (hold)		does not make contact with your opponent's long-range attacks / decreases your opponent's attack
C Smog	+ forward + A	Thrusters away opponent	decreases your opponent's defense / if the smoke is wiped out, it explodes
N Flame Burst	+ back + A	Effective against airborne opponents	decreases your opponent's Synergy Gauge
N Flame Burst: charge	+ back + A (hold)	Use to stop your opponent	decreases your opponent's Synergy Gauge
— Minimize	charge A , then release		avoids opponent's attacks / cancelable with a Pokémon move / cancelable with R or E
N Incinerate	midair A		change direction with forward or back inputs on + / can transition to any midair attack / decreases your opponent's support gauge

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Overheat	+ up + A	Counter	Hit Stun resistance / leaves you with 2 negative statuses
N Overheat: positive status	while you have good status: + up + A		Hit Stun resistance / nullifies positive status
N Overheat: negative status	while you have bad status: + up + A		Hit Stun resistance
G Hex	+ down + A	Overcome blocks	decreases your opponent's recoverable HP / damage is increased when your opponent has negative status

BASIC MOVES

MOVE NAME	COMMAND	USE	NOTES
G grab attack	Y + E	Overcome blocks	decreases your opponent's defense
C counter attack	X + A		cancelable with + + R
C counter attack: charge	X + A (hold)		pierces counter attacks
— Pendulum Motion	midair R	For surprise attacks	change direction with + / can transition to any air attack
— charge strong attack	charge X , then release		changes negative status duration (decreases yours, increases your opponent's) / cancelable with R or E
— Synergy Burst	with Synergy Gauge MAX: L + R		

FIELD PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Ranged Attack	Y , Y , Y , Y		can move with + / cancelable with a Pokémon move
N Ranged Attack: charge	Y (hold)		can move with +
N chain Ranged Attack	Y , Y , Y , Y , Y		
N side Ranged Attack	+ sideways + Y , Y , Y		can move with +
N side Ranged Attack: charge	+ sideways + Y (hold) or Y , Y (hold) or Y , Y , Y (hold)		can move with + / pierces counter attacks
N chain side Ranged Attack	+ sideways + Y , Y , Y , Y		
N forward Ranged Attack	+ forward + Y	Use to shift phases	can move with + / is powered up from long range
N forward Ranged Attack: charge	+ forward + Y (hold)		pierces counter attacks / can move with + / is powered up from long range
N backward Ranged Attack	+ back + Y		can move with + / can transition to Pendulum Motion with R
N backward Ranged Attack: charge	+ back + Y (hold)		can move with +
N jumping Ranged Attack	midair Y	Use to stop your opponent	change direction with + / is powered up from long range / can transition to Pendulum Motion with R
N jumping Ranged Attack: charge	midair Y (hold)		pierces counter attacks / change direction with + / is powered up from long range

MOVE NAME	COMMAND	USE	NOTES
N Homing Attack	⊗ ⊗		cancelable with R or E
N Homing Attack: charge	⊗ ⊗ (hold)		pierces counter attacks / Guard Break
N jumping attack	midair ⊗		

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Poké Combo 1	⬆ ⬆ ⬆	Major damage dealer	
N weak attack	⬆ ⬆		cancelable with a Pokémon move
N forward weak attack	⊕ forward + ⬆		is powered up from long range
N forward weak attack: charge	⊕ forward + ⬆ (hold)		pierces counter attacks / is powered up from long range
N Poké Combo 2	⊕ back + ⬆ ⬆ ⬆		
N back weak attack	⊕ back + ⬆ ⬆		cancelable with a Pokémon move
N Poké Combo 3	⊕ up + ⬆ ⬆		
N high stance weak attack	⊕ up + ⬆	Effective against airborne opponents	cancelable with a Pokémon move
N low stance weak attack	⊕ down + ⬆	Use to stop your opponent	is powered up from long range
N Poké Combo 4	midair ⬆ ⬆		
N midair weak attack	midair ⬆		cancelable with a Pokémon move / is powered up from long range
N midair up weak attack	midair ⊕ up + ⬆		is powered up from long range
N midair up weak attack: charge	midair ⊕ up + ⬆ (hold)		pierces counter attacks / is powered up from long range
N strong attack	⊗	Thrusts away opponent	
N strong attack: charge	⊗ (hold)		pierces counter attacks
N forward strong attack	⊕ forward + ⊗ ⊗		delaying the second hit powers it up
N back strong attack	⊕ back + ⊗		
N back strong attack: charge	⊕ back + ⊗ (hold)		
N high stance strong attack	⊕ up + ⊗	Effective against grab attacks	change direction with diagonal up input on ⊕ / can transition to Pendulum Motion with R
N low stance strong attack	⊕ down + ⊗		
N midair strong attack	midair ⊗	Major damage dealer	
N midair up strong attack	midair ⊕ up + ⊗		change direction with diagonal up input on ⊕
N midair up strong attack: charge	midair ⊕ up + ⊗ (hold)		

DUEL PHASE ONLY

RECOMMENDED COMBOS

COMMAND	NOTES
N high stance strong attack (⊕ up + ⊗) ▶ Poké Combo 2 (⊕ back + ⬆ ⬆ ⬆)	
N midair strong attack (midair ⊗) ▶ Poké Combo 3 (⊕ up + ⬆ ⬆)	
N Incinerate (midair A) ▶ midair ⊕ up weak attack (midair ⊕ up + ⬆)	

