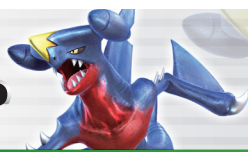




GARCHOMP



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 Outrage Smasher	with Synergy Burst active: L + R		pierces counter attacks / Guard Break / Hit Stun resistance / consumes your HP when missed

POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
N Dragon Claw	A	Make an opening for more attacks	can transition to Running Stance by holding A (Duel Phase)
N Dig	+ forward + A	For surprise attacks	invincible while underground / attack right away with Y or X
- Dig to cancel	during Dig: R		
- Dig to jump	during Dig: B		able to transition to any midair attack
C Stone Edge: standby	+ back + A	Counter	
C Stone Edge	during Stone Edge: standby: counter attack your opponent's attack		can be charged by holding / is powered up and increases your Synergy Gauge when it's a critical hit / pierces counter attacks
N Earthquake	midair A	Major damage dealer	

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Dragon Rush	+ up + A	Effective against grab attacks	cancelable with R / is powered up and increases your Synergy Gauge when it's a critical hit
N Dragon Rush to Dig	+ up + A (hold)		invincible while underground / attack right away with Y or X
G Sand Tomb	+ down + A	Overcome blocks	transition to Running Stance with R / is powered up and increases your Synergy Gauge when it's a critical hit
G Sand Tomb: charge	+ down + A (hold)		can grab grounded or midair opponents

BASIC MOVES

MOVE NAME	COMMAND	USE	NOTES
G grab attack	Y + B	Overcome blocks	
C counter attack	X + A	Counter	cancelable with + + R
C counter attack: charge	X + A (hold)		pierces counter attacks
N charge strong attack	charge X , then release	Effective against airborne opponents	usable midair
- Nosedive	midair R		
- Synergy Burst	with Synergy Gauge MAX: L + R		all Pokémon moves are enhanced while Synergy Burst is active

FIELD PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Poké Combo 1	Y , Y	Use to shift phases	
N Ranged Attack	Y	Use to stop your opponent	cancelable with a Pokémon move
N Poké Combo 2	+ sideways + Y , Y		
N side Ranged Attack	+ sideways + Y		cancelable with a Pokémon move
N side Ranged Attack: charge	+ sideways + Y (hold)	Use to stop your opponent	
N forward Ranged Attack	+ forward + Y	Use to shift phases	
N backward Ranged Attack	+ back + Y	Effective against grab attacks	
N backward Ranged Attack: charge	+ back + Y (hold)		pierces counter attacks
N jumping Ranged Attack	midair Y		change direction with left or right inputs on +
N jumping Ranged Attack: charge	midair Y (hold)		change direction with left or right inputs on +
N Homing Attack	X , X		cancelable with R or B
N Homing Attack: charge	X , X (hold)		pierces counter attacks / Guard Break
N jumping attack	midair X	Use to shift phases	

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
— high attack	⊕ up (hold)		has Hit Stun resistance against low-hitting attacks / will strike back from close distance
N Poké Combo 3	Y, Y, Y, Y	Major damage dealer	
N weak attack	Y, Y, Y		cancelable with a Pokémon move
N forward weak attack	⊕ forward + Y, Y	Major damage dealer	forward + Y, Y (hold) to transition to Running Stance
N back weak attack	⊕ back + Y		
N high stance weak attack	⊕ up + Y	Effective against airborne opponents	
N low stance weak attack	⊕ down + Y		
N Poké Combo 4	midair Y, Y		
N midair weak attack	midair Y		cancelable with a Pokémon move or Nosedive
N midair weak attack to strong attack follow-up	midair Y, X		
N strong attack	X	Major damage dealer	
N back strong attack	⊕ back + X		
N high stance strong attack	⊕ up + X	Effective against grab attacks	
N low stance strong attack	⊕ down + X	Knocks down opponent	
N midair strong attack	midair X		

DUEL PHASE ONLY

MOVES ONLY AVAILABLE DURING RUNNING STANCE

MOVE NAME	COMMAND	USE	NOTES
— Running Stance	during forward dash step: ⊕ forward (hold)		gradually increases your Synergy Gauge / cancelable with a Pokémon move
— Running Stance to cancel	during Running Stance: R		
— Running Stance to jump	during Running Stance: B		
N Running Stance to weak attack	during Running Stance: Y, Y		Y, Y (hold) to transition to Running Stance
N Running Stance to strong attack	during Running Stance: X	Make an opening for more attacks	
N Running Stance to charge strong attack	during Running Stance: charge X, then release		

DUEL PHASE ONLY

RECOMMENDED COMBOS

COMMAND	NOTES
N strong attack (X) ▶ ⊕ forward weak attack (⊕ forward + Y, Y)	
N midair strong attack (midair X) ▶ weak attack (Y, Y, Y) ▶ cancel ▶ Dig (⊕ forward + A)	
N Earthquake (midair A) ▶ ⊕ back weak attack (⊕ back + Y) ▶ Poké Combo 3 (Y, Y, Y, Y)	

