



**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
<b>N</b> Aura Blast	with Synergy Burst active: <b>L</b> + <b>R</b>		pierces counter attacks

## POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Aura Sphere	<b>A</b>		
<b>N</b> Aura Sphere: charge	<b>A</b> (hold)	Use to stop your opponent	
<b>N</b> Bone Rush	<b>+</b> forward + <b>A</b>		
<b>N</b> Bone Rush: upward swing follow-up	<b>+</b> forward + <b>A</b> , <b>A</b>		
<b>N</b> Bone Rush: downward swing follow-up	<b>+</b> forward + <b>A</b> , <b>Y</b>		
<b>N</b> Force Palm	<b>+</b> back + <b>A</b>		
<b>N</b> Force Palm: charge	<b>+</b> back + <b>A</b> (hold)	Use for Guard Break	
<b>N</b> Aura Sphere (midair)	midair <b>A</b>		
<b>N</b> Aura Sphere (midair): charge	midair <b>A</b> (hold)	Use to stop your opponent	

### DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
<b>C</b> Extreme Speed	<b>+</b> up + <b>A</b>	Counter	

## BASIC MOVES

MOVE NAME	COMMAND	USE	NOTES
<b>G</b> grab attack	<b>Y</b> + <b>B</b>	Overcome blocks	
<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
— Synergy Burst	with Synergy Gauge MAX: <b>L</b> + <b>R</b>		

### FIELD PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Ranged Attack	<b>Y</b>		cancelable with a Pokémon move
<b>N</b> chain Ranged Attack	<b>Y</b> , <b>Y</b>		
<b>N</b> side Ranged Attack	<b>+</b> sideways + <b>Y</b>	Use to shift phases	
<b>N</b> forward Ranged Attack	<b>+</b> forward + <b>Y</b>	Use to shift phases	
<b>C</b> backward Ranged Attack	<b>+</b> back + <b>Y</b>		
<b>N</b> jumping Ranged Attack	midair <b>Y</b>		
<b>N</b> Homing Attack	<b>X</b> , <b>X</b> , <b>X</b>		cancelable with <b>R</b> or <b>B</b>
<b>N</b> Homing Attack: charge	<b>X</b> , <b>X</b> , <b>X</b> (hold)		pierces counter attacks / Guard Break
<b>N</b> jumping attack	midair <b>X</b>	Make an opening for more attacks	

### DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Poké Combo 1	<b>Y</b> , <b>Y</b> , <b>Y</b> , <b>Y</b>	Major damage dealer	
<b>N</b> weak attack	<b>Y</b> , <b>Y</b> , <b>Y</b>		cancelable with a Pokémon move
<b>N</b> forward weak attack	<b>+</b> forward + <b>Y</b> , <b>Y</b>	Major damage dealer	delaying the second hit powers it up
<b>N</b> high stance weak attack	<b>+</b> up + <b>Y</b>	Effective against airborne opponents	
<b>N</b> Poké Combo 2	<b>+</b> down + <b>Y</b> , <b>Y</b> , <b>Y</b>		
<b>N</b> low stance weak attack	<b>+</b> down + <b>Y</b>		cancelable with a Pokémon move
<b>N</b> midair weak attack	midair <b>Y</b>		
<b>N</b> strong attack	<b>X</b>		
<b>N</b> Poké Combo 3	<b>+</b> forward + <b>X</b> , <b>X</b>		
<b>N</b> forward strong attack	<b>+</b> forward + <b>X</b>		cancelable with a Pokémon move

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> forward strong attack: charge	⊕ forward + ⓧ (hold)		cancelable with a Pokémon move
<b>N</b> high stance strong attack	⊕ up + ⓧ	Effective against grab attacks	
<b>N</b> low stance strong attack	⊕ down + ⓧ	Knocks down opponent	
<b>N</b> midair strong attack	midair ⓧ	Make an opening for more attacks	

### MOVES ONLY AVAILABLE IN SYNERGY BURST

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Aura Sphere	ⓐ		cancelable with ⓔ
<b>N</b> Aura Sphere: charge	ⓐ (hold)		cancelable with ⓔ
<b>N</b> Force Palm to Synergy Burst follow-up	⊕ back + ⓐ, ⓐ		

### DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> strong attack	ⓧ, ⓧ		
<b>C</b> Extreme Speed to Synergy Burst follow-up	⊕ up + ⓐ, ⓐ		

### DUEL PHASE ONLY RECOMMENDED COMBOS

COMMAND	NOTES
<b>N</b> midair strong attack (midair ⓧ) ▶ Poké Combo 1 (⓪, ⓪, ⓪, ⓪)	
<b>N</b> strong attack (ⓧ) ▶ Extreme Speed ▶ ⊕ up + ⓐ	
<b>C</b> critical hit counter attack (ⓧ + ⓐ) ▶ ⊕ forward weak attack (⊕ forward + ⓪, ⓪)	

