



PIKACHU LIBRE



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 Thunderclap Press	with Synergy Burst active: L + R		pierces counter attacks / increases your attack and defense

POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
— Double Team	A		evades opponent's attacks / change the position you appear at with left or right inputs on + (Field Phase)
— Double Team to jump	during Double Team: +		able to transition to any midair attack
— Double Team to dash step	during Double Team: R		the direction of the dash step depends on the position you appear at (Field Phase)
N Double Team to attack	during Double Team: Y or X		able to transition to attacks compatible with the current phase
N Quick Attack	during Double Team: A	For surprise attacks	can wipe out some long-range attacks
N Discharge	+ forward + A	Use to stop your opponent	cancelable with R
N Discharge: charge	+ forward + A (hold)		cancelable with R
G Electroweb	+ back + A	Overcome blocks	also grabs midair opponents / decreases opponent's movement speed
C Spark	midair A	Counter	

FIELD PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
— Quick Attack: side motion	during Double Team: + sideways + A		can wall jump when held

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Flying Press	+ up + A	Make an opening for more attacks	change direction with diagonal up input on +
C Wild Charge	+ down + A		consumes your HP / damage is increased when hit on the ground

ENHANCED POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
— enhanced state	Phase Shift with a Pokémon move		the enhanced state will continue for a fixed period of time
N Quick Attack (enhanced)	during Double Team while enhanced: A	For surprise attacks	increases your attack when it causes a Phase Shift on hit
N Discharge (enhanced)	(while enhanced) + forward + A	Use to stop your opponent	increases your attack when it causes a Phase Shift on hit
N Discharge: charge (enhanced)	(while enhanced) + forward + A (hold)		increases your attack when it causes a Phase Shift on hit
G Electroweb (enhanced)	(while enhanced) + back + A	Overcome blocks	increases your attack when it causes a Phase Shift on hit
C Spark (enhanced)	(while enhanced) midair A		increases your attack when it causes a Phase Shift on hit

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Flying Press (enhanced)	(while enhanced) + up + A	Make an opening for more attacks	increases your attack when it causes a Phase Shift on hit
C Wild Charge (enhanced)	(while enhanced) + down + A		increases your attack when it causes a Phase Shift on hit

BASIC MOVES

MOVE NAME	COMMAND	USE	NOTES
G grab attack	Y + +	Overcome blocks	triggers enhanced condition / increases your attack while enhanced
C counter attack	X + A	Counter	cancelable with + + R
C counter attack: charge	X + A (hold)		pierces counter attacks
— midair dodge	midair R	For surprise attacks	evades opponent's attacks / can wall jump when held
C midair dodge to Spark	during midair dodge: A		
— midair dodge to Electro Jump	while enhanced: midair R (hold)		change direction with + / can transition to any air attack
— wall jump	make contact with the edge of the ring during a move that lets you wall jump		change direction with + / recovers a small amount of HP / increases your defense
— 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
N side Ranged Attack	⊕ sideways + Y, Y	Use to stop your opponent	can wall jump when held
N chain side Ranged Attack	⊕ sideways + Y, Y, Y		
N forward Ranged Attack	⊕ forward + Y		
N backward Ranged Attack	⊕ back + Y		can wall jump when held / can change direction of movement with diagonal back input on ⊕
N jumping Ranged Attack	midair Y		
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 jumping attack	midair X	Use to shift phases	

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Poké Combo 2	Y, Y, Y, Y	Major damage dealer	
N weak attack	Y, Y, Y		cancelable with a Pokémon move / powered up when you press Y, Y, Y with good timing
N weak attack to strong attack follow-up	Y, X or Y, Y, X		
N weak attack to strong attack follow-up: additional attack	Y, X, X or Y, Y, X, X (input simultaneously on hit)		pierces counter attacks / triggers enhanced state (short)
N Poké Combo 3	⊕ forward + Y, Y	Make an opening for more attacks	
N forward weak attack	⊕ forward + Y		cancelable with a Pokémon move
N high stance weak attack	⊕ up + Y	Effective against airborne opponents	change direction with diagonal up input on ⊕ / can transition to any midair attack
N Poké Combo 4	⊕ down + Y, Y		
N low stance weak attack	⊕ down + Y		cancelable with a Pokémon move
N midair weak attack	midair Y		
N strong attack	X	Effective against airborne opponents	
N forward strong attack	⊕ forward + X, X	Major damage dealer	
N high stance strong attack	⊕ up + X	Effective against grab attacks	
N high stance strong attack: additional attack	⊕ up + X, X (input simultaneously on hit)		pierces counter attacks / triggers enhanced state (short)
N low stance strong attack	⊕ down + X, X		
N midair strong attack	midair X	Make an opening for more attacks	can move with ⊕ / can wall jump when held

DUEL PHASE ONLY

RECOMMENDED COMBOS

COMMAND	NOTES
N forward strong attack (⊕ forward + X, X) ▶ Poké Combo 3 (⊕ forward + Y, Y)	
N midair strong attack (midair X) ▶ Poké Combo 4 ▶ ⊕ down + Y, Y	
N high stance weak attack (⊕ up + Y) ▶ Spark (midair A)	

