



SCEPTILE



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 Forest's Flash | with Synergy Burst active: L + R | | pierces counter attacks / damage is increased when hit from close range |

POKÉMON MOVES

| MOVE NAME | COMMAND | USE | NOTES |
|--------------------------------------|--|-------------------------------------|---|
| - Bullet Seed: preparation | A | | can move with + / can transition to midair attacks |
| N Bullet Seed | during Bullet Seed: preparation: A | | change direction with + (Field Phase) |
| N Bullet Seed: growth | during Bullet Seed: preparation: A (a fixed amount of time passes) | | timing of the attack is changed when Synergy Burst is active |
| C Leaf Blade | + forward + A | Counter / Use to stop your opponent | damage is increased when the tip hits |
| C Leaf Blade to Dragon Breath | during Synergy Burst: + forward + A , Y or A , X or A , A | | |
| C Detect | + back + A | Counter | |
| - Detect to Hanging Motion | + back + A (hold) | For surprise attacks | can transition to midair attacks |
| C Detect: success | during Detect: counter attack one of your opponent's attacks | | can transition to midair attacks / decreases your opponent's defense |
| N Leech Seed | midair A | Use to stop your opponent | can move with + / absorbs your opponent's HP / cannot be Knocked Out |
| N Leech Seed: growth | midair A (a fixed amount of time passes) | | absorbs your opponent's HP / timing of the attack is changed during Synergy Burst / cannot be Knocked Out |

DUEL PHASE ONLY

| MOVE NAME | COMMAND | USE | NOTES |
|----------------------------------|--|--------------------------------------|--|
| G Leaf Storm | + up + A | Effective against airborne opponents | can only hit midair opponents / decreases your attack / increases your Synergy Gauge |
| G Giga Drain | + down + A | Overcome blocks | change direction with diagonal down input on + / absorbs your opponent's HP and Synergy Gauge |
| G Giga Drain to dash step | + down + A , + forward + R or + back + R | | only possible before the attack becomes active |

BASIC MOVES

| MOVE NAME | COMMAND | USE | NOTES |
|---------------------------------|---|----------------------|--|
| G grab attack | Y + B | Overcome blocks | damage is increased when Synergy Burst is active |
| C counter attack | X + A | Counter | cancelable with + + R |
| C counter attack: charge | X + A (hold) | | pierces counter attacks |
| - Hang | midair R | For surprise attacks | can transition to any midair attack / fall with R |
| - Synergy Burst | with Synergy Gauge MAX: L + R | | |

FIELD PHASE ONLY

| MOVE NAME | COMMAND | USE | NOTES |
|--|--|---------------------------|--|
| N Ranged Attack | Y | Use to stop your opponent | change directions by holding / cancelable with a Pokémon move |
| N Ranged Attack to dash step | Y , + direction + R | | only possible before the attack becomes active |
| N chain Ranged Attack | Y , Y | | |
| N side Ranged Attack | + sideways + Y | Use to stop your opponent | change direction by holding |
| N side Ranged Attack: growth | + sideways + Y (a fixed amount of time passes) | Use to stop your opponent | decreases your opponent's defense / timing of the attack is changed when Synergy Burst is active |
| N chain side Ranged Attack | + sideways + Y , Y | | |
| N forward Ranged Attack | + forward + Y | | |
| N backward Ranged Attack | + back + Y | | cancelable by jumping |
| N backward Ranged Attack: growth | + back + Y (a fixed amount of time passes) | | restores your HP / increases your Synergy Gauge |
| N backward Ranged Attack to dash step | + back + Y , direction + R | | |
| N jumping Ranged Attack | midair Y | | |
| N jumping Ranged Attack: growth | midair Y (a fixed amount of time passes) | | timing of the attack is changed when Synergy Burst is active |

| MOVE NAME | COMMAND | USE | NOTES |
|--------------------------------|--------------|---------------------|---------------------------------------|
| N Homing Attack | ⊗ ⊗ ⊗ | Use to shift phases | cancelable with R or B |
| N Homing Attack: charge | ⊗ ⊗ ⊗ (hold) | | pierces counter attacks / Guard Break |
| N jumping attack | midair ⊗ | Use to shift phases | has invincibility while invisible |

DUEL PHASE ONLY

| MOVE NAME | COMMAND | USE | NOTES |
|-------------------------------------|---|--------------------------------------|--|
| N Poké Combo 1 | ⊙ ⊙ ⊙ | Major damage dealer | can follow up with Dragon Breath when Synergy Burst is active by pressing ⊙ ⊙ ⊙ ⊙ |
| N weak attack | ⊙ ⊙ | | cancelable with a Pokémon move |
| N weak attack | ⊙ ⊙ (hold) | | pierces counter attacks / cancelable with a Pokémon move |
| N weak attack to dash step | ⊙ ⊙ ⊕ forward + R or ⊕ back + R | | only possible before the attack becomes active |
| N forward weak attack | ⊕ forward + ⊙ ⊙ | | delaying the second hit powers it up |
| N high stance weak attack | ⊕ up + ⊙ | Effective against airborne opponents | decreases your opponent's defense |
| N low stance weak attack | ⊕ down + ⊙ | | |
| N midair weak attack | midair ⊙ | | change direction with up or down on ⊕ |
| N Poké Combo 2 | ⊗ ⊗ | Major damage dealer | can follow up with Dragon Breath when Synergy Burst is active by pressing ⊗ ⊗ ⊗ |
| N strong attack | ⊗ | | cancelable with a Pokémon move |
| N strong attack: charge | ⊗ (hold) | | pierces counter attacks / cancelable with a Pokémon move |
| N strong attack to dash step | ⊗ ⊕ forward + R or ⊕ back + R | | possible before or after the attack has become active |
| N back strong attack | ⊕ back + ⊗ | | |
| N high stance strong attack | ⊕ up + ⊗ | Effective against grab attacks | |
| N low stance strong attack | ⊕ down + ⊗ | | |
| N midair strong attack | midair ⊗ | | has invincibility while invisible |

DUEL PHASE ONLY

RECOMMENDED COMBOS

| COMMAND | NOTES |
|--|-------|
| N midair strong attack (midair ⊗) ▶ Poké Combo 1 (⊙ ⊙ ⊙) | |
| N high stance strong attack (⊕ up + ⊗) ▶ Leaf Storm (⊕ up + A) | |
| C critical hit Leaf Blade (⊕ forward + A) ▶ Giga Drain (⊕ down + A) | |

