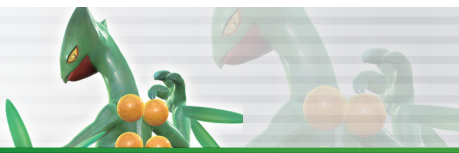




# SCEPTILE



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

## POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
<b>-</b> Bullet Seed: preparation	<b>A</b>		can move with <b>+</b> / can transition to midair attacks
<b>N</b> Bullet Seed	during Bullet Seed: preparation: <b>A</b>		change direction with <b>+</b> (Field Phase)
<b>N</b> Bullet Seed: growth	during Bullet Seed: preparation: <b>A</b> (a fixed amount of time passes)		timing of the attack is changed when Synergy Burst is active
<b>C</b> Leaf Blade	<b>+</b> forward + <b>A</b>	Counter / Use to stop your opponent	damage is increased when the tip hits
<b>C</b> Leaf Blade to Dragon Breath	during Synergy Burst: <b>+</b> forward + <b>A</b> , <b>Y</b> or <b>A</b> , <b>X</b> or <b>A</b> , <b>A</b>		
<b>C</b> Detect	<b>+</b> back + <b>A</b>	Counter	
<b>-</b> Detect to Hanging Motion	<b>+</b> back + <b>A</b> (hold)	For surprise attacks	can transition to midair attacks
<b>C</b> Detect: success	during Detect: counter attack one of your opponent's attacks		can transition to midair attacks / decreases your opponent's defense
<b>N</b> Leech Seed	midair <b>A</b>	Use to stop your opponent	can move with <b>+</b> / absorbs your opponent's HP / cannot be Knocked Out
<b>N</b> Leech Seed: growth	midair <b>A</b> (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
<b>G</b> Leaf Storm	<b>+</b> up + <b>A</b>	Effective against airborne opponents	can only hit midair opponents / decreases your attack / increases your Synergy Gauge
<b>G</b> Giga Drain	<b>+</b> down + <b>A</b>	Overcome blocks	change direction with diagonal down input on <b>+</b> / absorbs your opponent's HP and Synergy Gauge
<b>G</b> Giga Drain to dash step	<b>+</b> down + <b>A</b> , <b>+</b> forward + <b>R</b> or <b>+</b> back + <b>R</b>		only possible before the attack becomes active

## BASIC MOVES

MOVE NAME	COMMAND	USE	NOTES
<b>G</b> grab attack	<b>Y</b> + <b>B</b>	Overcome blocks	damage is increased when Synergy Burst is active
<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
<b>-</b> Hang	midair <b>R</b>	For surprise attacks	can transition to any midair attack / fall with <b>R</b>
<b>-</b> 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>	Use to stop your opponent	change directions by holding / cancelable with a Pokémon move
<b>N</b> Ranged Attack to dash step	<b>Y</b> , <b>+</b> direction + <b>R</b>		only possible before the attack becomes active
<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 stop your opponent	change direction by holding
<b>N</b> side Ranged Attack: growth	<b>+</b> sideways + <b>Y</b> (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
<b>N</b> chain side Ranged Attack	<b>+</b> sideways + <b>Y</b> , <b>Y</b>		
<b>N</b> forward Ranged Attack	<b>+</b> forward + <b>Y</b>		
<b>N</b> backward Ranged Attack	<b>+</b> back + <b>Y</b>		cancelable by jumping
<b>N</b> backward Ranged Attack: growth	<b>+</b> back + <b>Y</b> (a fixed amount of time passes)		restores your HP / increases your Synergy Gauge
<b>N</b> backward Ranged Attack to dash step	<b>+</b> back + <b>Y</b> , direction + <b>R</b>		
<b>N</b> jumping Ranged Attack	midair <b>Y</b>		
<b>N</b> jumping Ranged Attack: growth	midair <b>Y</b> (a fixed amount of time passes)		timing of the attack is changed when Synergy Burst is active

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

### DUEL PHASE ONLY

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

### DUEL PHASE ONLY

### RECOMMENDED COMBOS

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

