



BURST ATTACK

MOVE NAME	COMMAND	USE	NOTES
C Sonic Slash	with Synergy Burst active: L + R		pierces counter attacks / decreases your opponent's Synergy Gauge

POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
- Agility	A		avoids opponent's attacks / cancelable with another Pokémon move
N Fury Swipes	during Agility: X X X or A , A , A		
N Fake Out	during Agility: Y or X , Y or X , X , Y	Use for Guard Break	
N Knock Off	+ forward + A	For surprise attacks	cancelable with R / decreases your opponent's Synergy Gauge
N Night Slash	+ back + A	For surprise attacks	cancelable with R / can be charged by holding
N Icicle Crash	midair A		
N Icicle Crash to jump	during Icicle Crash: B	For surprise attacks	change directions with the + / can transition to midair attacks
N Icicle Crash to Nosedive	during Icicle Crash: R		change direction with +
- Icicle Crash to Signal Slash	during Icicle Crash: Y or X		increases your Support Gauge

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Ice Punch	+ up + A		
N Ice Punch to follow-up	+ up + A , A	Major damage dealer	
N Ice Punch to follow-up: charge	+ up + A , A (hold)		pierces counter attacks
C Taunt	+ down + A	Counter	weakens your opponent's Synergy Burst
C Taunt to Night Slash	during Taunt: counter attack your opponent's attack		cancelable with R / can be charged by holding / decreases your opponent's Synergy Gauge

BASIC MOVES

MOVE NAME	COMMAND	USE	NOTES
G grab attack	Y + B	Overcome blocks	increases your Synergy Gauge (Field Phase)
C counter attack	X + A	Counter	cancelable with + + R
C counter attack: charge	X + A (hold)		pierces counter attacks
- Nosedive	midair R		
- Synergy Burst	with Synergy Gauge MAX: L + R		with Synergy Burst active Icicle Crash to jump can be performed twice

FIELD PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Ranged Attack	Y	Use to stop your opponent	can move with +
N Ranged Attack: charge	Y (hold)		
N chain Ranged Attack	Y , Y		
N side Ranged Attack	+ sideways + Y	Use to stop your opponent	
N chain side Ranged Attack	+ sideways + Y , Y		
N forward Ranged Attack	+ forward + Y		cancelable with a Pokémon move / change direction with diagonal forward input on +
N backward Ranged Attack	+ back + Y	Effective against airborne opponents	cancelable with a Pokémon move / change direction with diagonal back input on + / can transition to any midair attack
N jumping Ranged Attack	midair Y		change direction with +
N Homing Attack	X , X	Use to shift phases	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	go to the 2nd hit right away with X

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Poké Combo 1	Y , Y , Y , Y , Y	Major damage dealer	
N weak attack	Y , Y , Y , Y		cancelable with a Pokémon move
N weak attack to strong attack follow-up	Y , X or Y , Y , X or Y , Y , Y , X		can be charged by holding (pierces counter attacks)

MOVE NAME	COMMAND	USE	NOTES
N Poké Combo 2	⊕ back + Ⓞ, Ⓞ, Ⓞ, Ⓞ, Ⓞ		
N back weak attack	⊕ back + Ⓞ, Ⓞ, Ⓞ, Ⓞ		cancelable with a Pokémon move
N back weak attack to strong attack follow-up	⊕ back + Ⓞ or Ⓞ, Ⓞ, Ⓞ, Ⓞ or Ⓞ, Ⓞ, Ⓞ, Ⓞ		can be charged by holding (pierces counter attacks)
N high stance weak attack	⊕ up + Ⓞ	Effective against airborne opponents	cancelable with a Pokémon move
N Poké Combo 3	⊕ down + Ⓞ, Ⓞ, Ⓞ, Ⓞ		
N low stance weak attack	⊕ down + Ⓞ, Ⓞ		cancelable with a Pokémon move
N midair weak attack	midair Ⓞ		
N Poké Combo 4	Ⓞ, Ⓞ		
N strong attack	Ⓞ		cancelable with a Pokémon move
N strong attack: charge	Ⓞ (hold)		pierces counter attacks / cancelable with a Pokémon move
N Poké Combo 5	⊕ forward + Ⓞ, Ⓞ, Ⓞ, Ⓞ, Ⓞ	Major damage dealer	
N forward strong attack	⊕ forward + Ⓞ		cancelable with a Pokémon move
N forward strong attack: charge	⊕ forward + Ⓞ (hold)	Make an opening for more attacks	pierces counter attacks / cancelable with a Pokémon move
N high stance strong attack	⊕ up + Ⓞ	Use for Guard Break	
N low stance strong attack	⊕ down + Ⓞ		
N midair strong attack	midair Ⓞ	Make an opening for more attacks	change direction with back or forward on ⊕

FIELD PHASE ONLY		RECOMMENDED COMBOS	
	COMMAND		NOTES
N	side Ranged Attack (⊕ sideways + Ⓞ) ▶ homing attack (Ⓞ, Ⓞ)		
DUEL PHASE ONLY			
	COMMAND		NOTES
N	high stance weak attack (⊕ up + Ⓞ) ▶ low stance strong attack (⊕ down + Ⓞ)		
N	midair strong attack (midair Ⓞ) ▶ Poké Combo 1 (Ⓞ, Ⓞ, Ⓞ, Ⓞ, Ⓞ)		

