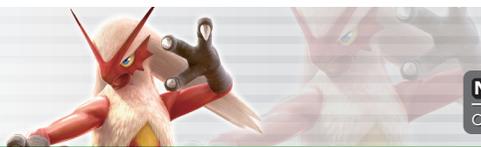




# BLAZIKEN



**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> Gatling Flame Kicks	with Synergy Burst active: <b>L</b> + <b>R</b>		pierces counter attacks / increases your movement speed

## POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Heat Wave	<b>A</b>	Use to stop your opponent	
<b>N</b> Blaze Kick	<b>+</b> forward + <b>A</b>		
<b>N</b> Blaze Kick to Flare Blitz	<b>+</b> forward + <b>A</b> , <b>X</b>	For surprise attacks	consumes your HP / pierces counter attacks / Hit Stun resistance
<b>N</b> Blaze Kick to Flare Blitz (enhanced)	<b>+</b> forward + <b>A</b> , <b>X</b> (hold)	For surprise attacks	consumes your HP / pierces counter attacks / Hit Stun resistance
<b>N</b> Brave Bird	<b>+</b> back + <b>A</b>		
<b>N</b> High Jump Kick	midair <b>A</b>		consumes your HP when missed

### DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Sky Uppercut	<b>+</b> up + <b>A</b>		

## ENHANCED POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Heat Wave (enhanced)	<b>A</b> (hold)	Use for Guard Break	consumes HP and increases attack duration when held / decreases your opponent's attack
<b>N</b> Blaze Kick (enhanced)	<b>+</b> forward + <b>A</b> (hold)		consumes your HP
<b>N</b> Blaze Kick (enhanced) to Flare Blitz	<b>+</b> forward + <b>A</b> (hold), <b>X</b>		consumes your HP / pierces counter attacks / Hit Stun resistance
<b>N</b> Blaze Kick (enhanced) to Flare Blitz (enhanced)	<b>+</b> forward + <b>A</b> (hold), <b>X</b> (enhanced)		consumes your HP / pierces counter attacks / Hit Stun resistance
<b>N</b> Brave Bird (enhanced)	<b>+</b> back + <b>A</b> (hold)		consumes your HP
<b>N</b> High Jump Kick (enhanced)	midair <b>A</b> (hold)		consumes your HP / pierces counter attacks / consumes your HP when missed / can transition to midair attacks

### DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Sky Uppercut (enhanced)	<b>+</b> up + <b>A</b> (hold)		additional attack triggers on hit / can transition to any midair attack

## 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> / increases the area of effect when Synergy Burst is active
<b>C</b> counter attack: charge	<b>X</b> + <b>A</b> (hold)		pierces counter attacks
- midair dash	midair <b>R</b>	For surprise attacks	able to transition to any midair attack
<b>N</b> charge strong attack	charge <b>X</b> , then release	Effective against airborne opponents	can move with <b>+</b>
- Synergy Burst	with Synergy Gauge MAX: <b>L</b> + <b>R</b>		the amount of HP consumed by enhanced Pokémon moves is reduced when Synergy Burst is active

### 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>		
<b>N</b> chain side Ranged Attack	<b>+</b> sideways + <b>Y</b> , <b>Y</b>	Use to shift phases	
<b>N</b> forward Ranged Attack	<b>+</b> forward + <b>Y</b>		
<b>N</b> backward Ranged Attack	<b>+</b> back + <b>Y</b>		can wipe out some long-range attacks / can move with <b>+</b>

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> jumping Ranged Attack	midair		
<b>N</b> jumping chain Ranged Attack 1	midair	Use to stop your opponent	
<b>N</b> jumping chain Ranged Attack 2	midair   sideways +	Use to shift phases	change direction with  forward or back
<b>N</b> jumping side Ranged Attack	midair  sideways +		
<b>N</b> Homing Attack			cancelable with  or
<b>N</b> Homing Attack: charge	(hold)		pierces counter attacks / Guard Break
<b>N</b> jumping attack	midair		
<b>N</b> jumping attack: charge	midair  (hold)	Make an opening for more attacks	pierces counter attacks

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Poké Combo 1		Major damage dealer	
<b>N</b> weak attack			cancelable with a Pokémon move / increases the area of effect when Synergy Burst is active
<b>N</b> forward weak attack	forward +		
<b>N</b> forward weak attack to strong attack follow-up	forward +		
<b>N</b> Poké Combo 2	up +	Make an opening for more attacks	
<b>N</b> high stance weak attack	up +	Effective against airborne opponents	can transition to midair attacks / cancelable with a Pokémon move or midair dash
<b>N</b> Poké Combo 3	down +		
<b>N</b> low stance weak attack	down +	Effective against grab attacks	cancelable with a Pokémon move / increases the area of effect when Synergy Burst is active
<b>N</b> midair weak attack	midair		
<b>N</b> strong attack		Major damage dealer	
<b>N</b> forward strong attack	forward +		can delay the 2nd and 3rd hits
<b>N</b> high stance strong attack	up +	Use for Guard Break	can transition to midair dash with
<b>N</b> low stance strong attack	down +		
<b>N</b> midair strong attack	midair		

DUEL PHASE ONLY

RECOMMENDED COMBOS

COMMAND	NOTES
<b>N</b> weak attack (  ) ► cancel ► Brave Bird (enhanced) ( back +  [hold])	consumes your HP
<b>N</b> strong attack () ► Sky Uppercut ( up + )	
<b>N</b> High Jump Kick (enhanced) (midair  [hold]) ► midair dash (midair ) ► midair weak attack (midair )	consumes your HP

