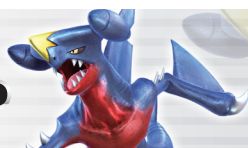


# BATTLE STYLE **GARCHOMP**



**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> Outrage Smasher	with Synergy Burst active: <b>L</b> + <b>R</b>		pierces counter attacks / Guard Break / Hit Stun resistance / consumes your HP when missed

## POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Dragon Claw	<b>A</b>	Make an opening for more attacks	can transition to Running Stance by holding <b>A</b> (Duel Phase)
<b>N</b> Dig	<b>+</b> forward + <b>A</b>	For surprise attacks	invincible while underground / attack right away with <b>Y</b> or <b>X</b>
- Dig to cancel	during Dig: <b>R</b>		
- Dig to jump	during Dig: <b>B</b>		able to transition to any midair attack
<b>C</b> Stone Edge: standby	<b>+</b> back + <b>A</b>	Counter	
<b>C</b> Stone Edge	during Stone Edge: standby: counter attack your opponent's attack		can be charged by holding / is powered up and increases your Synergy Gauge when it's a critical hit / pierces counter attacks
<b>N</b> Earthquake	midair <b>A</b>	Major damage dealer	

## DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Dragon Rush	<b>+</b> up + <b>A</b>	Effective against grab attacks	cancelable with <b>R</b> / is powered up and increases your Synergy Gauge when it's a critical hit
<b>N</b> Dragon Rush to Dig	<b>+</b> up + <b>A</b> (hold)		invincible while underground / attack right away with <b>Y</b> or <b>X</b>
<b>G</b> Sand Tomb	<b>+</b> down + <b>A</b>	Overcome blocks	transition to Running Stance with <b>R</b> / is powered up and increases your Synergy Gauge when it's a critical hit
<b>G</b> Sand Tomb: charge	<b>+</b> down + <b>A</b> (hold)		can grab grounded or midair opponents

## 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>
<b>C</b> counter attack: charge	<b>X</b> + <b>A</b> (hold)		pierces counter attacks
<b>N</b> charge strong attack	charge <b>X</b> , then release	Effective against airborne opponents	usable midair
- Nosedive	midair <b>R</b>		
- Synergy Burst	with Synergy Gauge MAX: <b>L</b> + <b>R</b>		all Pokémon moves are enhanced while Synergy Burst is active

## FIELD PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Poké Combo 1	<b>Y</b> , <b>Y</b>	Use to shift phases	
<b>N</b> Ranged Attack	<b>Y</b>	Use to stop your opponent	cancelable with a Pokémon move
<b>N</b> Poké Combo 2	<b>+</b> sideways + <b>Y</b> , <b>Y</b>		
<b>N</b> side Ranged Attack	<b>+</b> sideways + <b>Y</b>		cancelable with a Pokémon move
<b>N</b> side Ranged Attack: charge	<b>+</b> sideways + <b>Y</b> (hold)	Use to stop your opponent	
<b>N</b> forward Ranged Attack	<b>+</b> forward + <b>Y</b>	Use to shift phases	
<b>N</b> backward Ranged Attack	<b>+</b> back + <b>Y</b>	Effective against grab attacks	
<b>N</b> backward Ranged Attack: charge	<b>+</b> back + <b>Y</b> (hold)		pierces counter attacks
<b>N</b> jumping Ranged Attack	midair <b>Y</b>		change direction with left or right inputs on <b>+</b>
<b>N</b> jumping Ranged Attack: charge	midair <b>Y</b> (hold)		change direction with left or right inputs on <b>+</b>
<b>N</b> Homing Attack	<b>X</b> , <b>X</b>		cancelable with <b>R</b> or <b>B</b>
<b>N</b> Homing Attack: charge	<b>X</b> , <b>X</b> (hold)		pierces counter attacks / Guard Break
<b>N</b> jumping attack	midair <b>X</b>	Use to shift phases	

**DUEL PHASE ONLY**

MOVE NAME	COMMAND	USE	NOTES
— high attack	⊕ up (hold)		has Hit Stun resistance against low-hitting attacks / will strike back from close distance
<b>N</b> Poké Combo 3	Y, Y, Y, Y	Major damage dealer	
<b>N</b> weak attack	Y, Y, Y		cancelable with a Pokémon move
<b>N</b> forward weak attack	⊕ forward + Y, Y	Major damage dealer	forward + Y, Y (hold) to transition to Running Stance
<b>N</b> back weak attack	⊕ back + Y		
<b>N</b> high stance weak attack	⊕ up + Y	Effective against airborne opponents	
<b>N</b> low stance weak attack	⊕ down + Y		
<b>N</b> Poké Combo 4	midair Y, Y		
<b>N</b> midair weak attack	midair Y		cancelable with a Pokémon move or Nosedive
<b>N</b> midair weak attack to strong attack follow-up	midair Y, X		
<b>N</b> strong attack	X	Major damage dealer	
<b>N</b> back strong attack	⊕ back + X		
<b>N</b> high stance strong attack	⊕ up + X	Effective against grab attacks	
<b>N</b> low stance strong attack	⊕ down + X	Knocks down opponent	
<b>N</b> midair strong attack	midair X		

**DUEL PHASE ONLY**

**MOVES ONLY AVAILABLE DURING RUNNING STANCE**

MOVE NAME	COMMAND	USE	NOTES
— Running Stance	during forward dash step: ⊕ forward (hold)		gradually increases your Synergy Gauge / cancelable with a Pokémon move
— Running Stance to cancel	during Running Stance: R		
— Running Stance to jump	during Running Stance: B		
<b>N</b> Running Stance to weak attack	during Running Stance: Y, Y		Y, Y (hold) to transition to Running Stance
<b>N</b> Running Stance to strong attack	during Running Stance: X	Make an opening for more attacks	
<b>N</b> Running Stance to charge strong attack	during Running Stance: charge X, then release		

**DUEL PHASE ONLY**

**RECOMMENDED COMBOS**

COMMAND	NOTES
<b>N</b> strong attack (X) ▶ ⊕ forward weak attack (⊕ forward + Y, Y)	
<b>N</b> midair strong attack (midair X) ▶ weak attack (Y, Y, Y) ▶ cancel ▶ Dig (⊕ forward + A)	
<b>N</b> Earthquake (midair A) ▶ ⊕ back weak attack (⊕ back + Y) ▶ Poké Combo 3 (Y, Y, Y, Y)	

