



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
G Shadow Drop	with Synergy Burst active: L + R		

POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
N Shadow Ball	A	Make an opening for more attacks	transition to Shadow Stealth with R
N Shadow Ball: charge	A (hold)		transition to Shadow Stealth with R
G Hypnosis	forward + A	Overcome blocks	transition to Shadow Stealth with R
N Shadow Punch	back + A	Make an opening for more attacks	
N Shadow Punch: charge	back + A (hold)		pierces counter attacks
C Sludge Bomb	charge A, then release	For surprise attacks	decreases your opponent's attack / usable midair
N Astonish	midair A	For surprise attacks	transition to Shadow Stealth with R

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Curse	down + A	Counter	consumes your HP / increases your Synergy Gauge / cannot be Knocked Out

BASIC MOVES

MOVE NAME	COMMAND	USE	NOTES
G grab attack	Y + E	Overcome blocks	absorbs your opponent's HP and Synergy Gauge
C counter attack	X + A		cancelable with forward + R
C counter attack: charge	X + A (hold)		pierces counter attacks
Permeate	midair R	For surprise attacks	has invincibility while invisible
Shadow Stealth	forward + A, R, etc.		has invincibility while hidden / can be maintained by holding / can move with forward
N charge strong attack	charge X, then release		transition to Shadow Stealth with R / cancelable with E / increases your Synergy Gauge
Synergy Burst	with Synergy Gauge MAX: L + R		

FIELD PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Ranged Attack	Y		does not make contact with opponent's long range attacks
N chain Ranged Attack	Y, Y		does not make contact with opponent's long range attacks
N side Ranged Attack	forward + Y		does not make contact with opponent's long range attacks
N chain side Ranged Attack	forward + Y, Y		does not make contact with opponent's long range attacks
N forward Ranged Attack	forward + Y	Use to shift phases	does not make contact with opponent's long range attacks
N backward Ranged Attack	back + Y		
N jumping Ranged Attack	midair Y	Use to stop your opponent	
N jumping Ranged Attack: charge	midair Y (hold)	Use to stop your opponent	
N Homing Attack	X, X		cancelable with R or E
N Homing Attack: charge	X, X (hold)		pierces counter attacks / Guard Break
N jumping attack	midair X		change direction with forward or back / cancelable with a Pokémon move

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Poké Combo 1	Y, Y, Y		
N weak attack	Y, Y		cancelable with a Pokémon move
N Poké Combo 2	forward + Y, Y		
N forward weak attack	forward + Y		transition to Shadow Stealth with R / cancelable with a Pokémon move
N forward weak attack to strong attack follow-up	forward + Y, X	Major damage dealer	
N high stance weak attack	up + Y	Counter	
N low stance weak attack	down + Y		
N Poké Combo 3	midair Y, Y		
N midair weak attack	midair Y		cancelable with a Pokémon move

MOVE NAME	COMMAND	USE	NOTES
N Poké Combo 4	ⓧ ⓧ		
N strong attack	ⓧ	Counter	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)		pierces counter attacks / cancelable with a Pokémon move
N high stance strong attack	⬆ up + ⓧ		change direction with ⬆ diagonal up
N low stance strong attack	⬆ down + ⓧ, ⓧ		
N Poké Combo 6	midair ⓧ, ⓧ		
N midair strong attack	midair ⓧ		change direction with ⬆ up or down / cancelable with a Pokémon move

MOVES ONLY AVAILABLE DURING SYNERGY BURST

MOVE NAME	COMMAND	USE	NOTES
G grab attack	⬆ + ⓧ	Overcome blocks	absorbs your opponent's HP and Synergy Gauge
C counter attack	ⓧ + ⓧ		cancelable with ⬆ + ⓧ
C counter attack: charge	ⓧ + ⓧ (hold)	Use for Guard Break	pierces counter attacks
— Permeate	midair ⓧ	For surprise attacks	has invincibility while invisible
— Shadow Stealth	⬆ forward + ⓧ, ⓧ, etc.		has invincibility while hidden / can be maintained by holding / can move with ⬆

FIELD PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Ranged Attack	⬆		does not make contact with opponent's long range attacks
N chain Ranged Attack	⬆, ⬆		does not make contact with opponent's long range attacks / pierces counter attacks
N side Ranged Attack	⬆ sideways + ⬆		does not make contact with opponent's long range attacks
N chain side Ranged Attack	⬆ sideways + ⬆, ⬆		does not make contact with opponent's long range attacks / pierces counter attacks
N forward Ranged Attack	⬆ forward + ⬆	Use to shift phases	does not make contact with opponent's long range attacks / pierces counter attacks
N backward Ranged Attack	⬆ back + ⬆		
N jumping Ranged Attack	midair ⬆	Use to stop your opponent	
N jumping Ranged Attack: charge	midair ⬆ (hold)	Use to stop your opponent	
N Homing Attack	ⓧ ⓧ		cancelable with ⓧ or ⓧ
N Homing Attack: charge	ⓧ, ⓧ (hold)		pierces counter attacks / Guard Break
N jumping attack	midair ⓧ		change direction with ⬆ forward or back / cancelable with a Pokémon move

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Poké Combo 7	⬆, ⬆, ⬆		
N weak attack	⬆, ⬆		cancelable with a Pokémon move
N high stance weak attack	⬆ up + ⬆		change direction with ⬆ diagonal up
N high stance weak attack: charge	⬆ up + ⬆ (hold)		
N low stance weak attack	⬆ down + ⬆		
N Poké Combo 8	midair ⬆, ⬆		
N midair weak attack	midair ⬆		cancelable with a Pokémon move
N strong attack	ⓧ	Major damage dealer	
N strong attack: charge	ⓧ (hold)	Major damage dealer	pierces counter attacks
N high stance strong attack	⬆ up + ⓧ		change direction with ⬆ diagonal up
N low stance strong attack	⬆ down + ⓧ		
N Poké Combo 9	midair ⓧ, ⓧ		
N midair strong attack	midair ⓧ		change direction with ⬆ up or down / cancelable with a Pokémon move

RECOMMENDED COMBOS

DUEL PHASE ONLY

COMMAND	NOTES
G Hypnosis (⬆ forward + ⓧ) ► Poké Combo 1 (⬆, ⬆, ⬆)	
N forward weak attack to strong attack follow-up (⬆ forward + ⬆, ⓧ) ► low stance weak attack (⬆ down + ⓧ, ⓧ)	
C critical hit counter attack (ⓧ + ⓧ) ► Curse (down + ⓧ)	