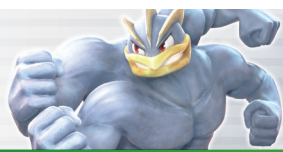




MACHAMP



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
N Dynamic Fury	with Synergy Burst active: L + R		pierces counter attacks / damage is increased when hit from close range

POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
- Bulk Up	A		become able to use an enhanced Pokémon once
G Submission	+ forward + A	Overcome blocks	cancelable with R or B
N Karate Chop	+ back + A		can wipe out some long-range attacks
N Wake-Up Slap	midair A		
C Scary Face	charge A , then release	Counter	decreases your opponent's movement speed

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Heavy Slam	+ up + A		change direction with diagonal up input on +
N Close Combat	+ down + A	Major damage dealer	

ENHANCED POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
N Cross Chop	(while enhanced) A	For surprise attacks	
G Submission (enhanced)	(while enhanced) + forward + A	Overcome blocks	has counter attack properties just after start-up / cancelable with B or R
N Karate Chop (enhanced)	(while enhanced) + back + A		can wipe out some long-range attacks
N Wake-Up Slap (enhanced)	(while enhanced) midair A		

DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Heavy Slam (enhanced)	(while enhanced) + up + A		change direction with diagonal up input on the +
N Close Combat (enhanced)	(while enhanced) + down + A	Major damage dealer	

BASIC MOVES

MOVE NAME	COMMAND	USE	NOTES
G grab attack	Y + B	Overcome blocks	
G midair grab attack	midair Y + B	Overcome blocks	can grab grounded or midair opponents
C counter attack	X + A		cancelable with + + R
C counter attack: charge	X + A (hold)		pierces counter attacks
- Synergy Burst	with Synergy Gauge MAX: L + R		all Pokémon moves become enhanced with Synergy Burst active

FIELD PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
N Ranged Attack	Y		cancelable with a Pokémon move
C chain Ranged Attack	Y Y		
N side Ranged Attack	+ sideways + Y		
C chain side Ranged Attack	+ sideways + Y Y		
C forward Ranged Attack	+ forward + Y		
N backward Ranged Attack	+ back + Y		change direction with diagonal back on +
N jumping Ranged Attack	midair Y		
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	

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 forward weak attack	➔ forward + Y, Y, Y		
C forward weak attack to strong attack follow-up	➔ forward + Y, Y, X or Y, Y, Y, X		
N Poké Combo 2	➔ up + Y, Y		
N high stance weak attack	➔ up + Y	Effective against airborne opponents	cancelable with a Pokémon move
N low stance weak attack	➔ down + Y		
N midair weak attack	midair Y		
N strong attack	X, X	Major damage dealer	
N strong attack: charge	X, X (hold)	Use for Guard Break	pierces counter attacks
N forward strong attack	➔ forward + X	Effective against grab attacks	
N forward strong attack: charge	➔ forward + X (hold)		
C back strong attack to weak attack follow-up	➔ back + X, Y	Counter / Make an opening for more attacks	
C back strong attack to strong attack follow-up	➔ back + X, X		
N high stance strong attack	➔ up + X	Effective against grab attacks	
N low stance strong attack	➔ down + X, X	Major damage dealer	
C midair strong attack	midair X	Make an opening for more attacks	

DUEL PHASE ONLY

RECOMMENDED COMBOS

COMMAND	NOTES
C midair strong attack (midair X) ▶ Poké Combo 1 (Y, Y, Y)	
N low stance strong attack (➔ down + X, X) ▶ Close Combat (➔ down + A)	
C counter attack: charge (X + A [hold]) ▶ Cross Chop (while enhanced A)	

